



WEEK 5

Lead Your Mission

How do you deal with challenges in your life? What do you do to solve them? What does it feel like to work on a mission, quest, or challenge?

Design a Movement Game

Your Quest:

In this activity you will be designing a game based on your favorite story or an original story that gets you up and moving around! Additionally, you can check out our template to create your own hopscotch game that will take you on a fairytale adventure.

By embarking on this quest, you will gain the following skills:

- Think critically about how each decision will affect your next step in the game
- Use your imagination to create a rich world for your quest

Mission Materials:

The materials below are for creating your own game. If you'd like to complete a game that has already been designed for you, skip to **the NYPL Fairytale Adventure Game** on pages 5-7.

- Blank paper
- Pen or pencil
- Closed toe shoes that you can move around in
- Comfortable clothes that won't inhibit your movement

Mission Directions:

Games, like stories, have individual parts that work together to create a unique and memorable experience. For example, think about a favorite book of yours that other friends like. You like that book for reasons that are unique to you. Well it's the same for playing games! A bunch of different people playing the same game all have unique experiences with the game but have common ground with each other because of the shared experience! Also, when we create games we are telling stories and when we create movement-based games we are using our bodies to bring those stories to life.

1. When designing a game there are a few things you need to keep in mind. These are the elements that make up your game. They are:
 - a. **Story/Theme:** This is one of the very best part of the game, and it will help you make up the other parts of the game. **This is the game's overall big-picture.** Consider where you are in your summer quest. How far have you gotten?

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Consider adding elements of story to your game like backstory, a quest-related goal, or even characters for your players to inhabit! You can create your own story or draw inspiration from a story you love. You can even use elements from multiple stories.

- b. **Game Concept: This is an overview of your game.** For example, is it an adventure game where everyone is working together? Is it a game like red light/green light, where everyone is working individually? Will you be getting points in this game or is the winner whoever crosses the finish line?
 - c. **Gameplay: This is where you figure out the objective of your game and how players progress through your game.** For example, if your game is about crossing the finish line do players move forward by answering trivia questions or by completing physical challenges? Can players move backwards? If your game is team based you'll have to think about how teams work together to solve puzzles, answer questions, or complete multiple physical challenges together. (*pro tip: I know it sounds like a lot but it's totally the main part of your game, and the creative process is super fun!*)
 - d. **Rules: This is where you create the actual rules of the game.** Rules can be as simple as "you roll the dice to see how many squares you jump," to as complex as "you landed on this spot, so you need to answer a trivia question and if you get it right you get to go again but if you get it wrong you have to move back two spaces!"
 - e. **Mechanics: This one might seem tricky but it's really not! This just means what kind of physical environment and physical materials you need to be able to play your game.** Is your movement game big enough that it needs to be played outside? Do you need physical materials like dice or trivia cards? Or can your game be played without any physical items like red light, green light or red rover?
2. Grab your blank paper and start brainstorming! If it helps you to dedicate space on your page or pages to each component of the game feel free to tackle the game section by section. If you want a simple game, don't be afraid to borrow rules from some of your favorite games that already exist. If you need inspiration, check out our **Fairy Tale Adventure Game** (pgs. 5-7) below.
 3. Once you have some ideas down, start testing it out! Games aren't created without lots and lots (*and lots and lots and lots*) of testing and experiments and redos. Grab some family members to make sure your rules make sense, or that your trivia/physical challenges aren't too hard.
 4. Don't be afraid to rely on your players for their input! Your players may have ideas that you didn't think of, or may have ideas that ignite the creative spark inside you. Additionally, if you have a favorite part of the game creation process, feel free to have your friends or family help you think about the other parts of your game.
 5. Create, test, experiment, and change your game until you are happy with it! Just like that, you're done. Go forth and play with your friends and family!

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Pro Tips

- **Don't make your moves too hard!** Moves that require lots of brain power can tire us out quickly, so be sure to mix in some easy moves along the way. Additionally, keep in mind any physical differences your friends or family may have; make sure whatever you design can be changed to meet everyone's different needs.
- This also goes for trivia questions! If you're using trivia, don't make it too hard or specific. Having your friends or family try to answer trivia questions about what food you had for dinner last night might not be as fun for them as it is for you.
- Consider the risks! Movement based games, especially indoors, always come with a certain amount of risk including injury, breaking stuff, and the risk of accidentally hitting or injuring someone else. Do your best to build safety measures into the structure of your game!
- Think about physical location! Is your game an indoor or outdoor game? Consider using the geography of your street or park or neighborhood to influence how you create your game? For example: if there's a big hill outside of your home consider using it as a physical challenge. Or if you don't have a lot of space inside your home for a physical game, consider using silly, creative moves instead of moves that require a ton of space.

Level Up:

- Challenge other players in the game to create additional scenarios and challenges to make the game more interactive (and so you don't know all the scenarios!).
- Include places where the player has to go all the way back to the beginning.
- Write a story based on your hopscotch quest.
- Reflect on your hopscotch quest: what did it feel like to work on this quest?
- Create your own video game using arcade.makecode.com
 - Check out the Virtual Summer Camp video and activity on Friday, July 31st to learn how to build a maze game!

More to Explore at the Library:

The New York Public Library has some great stories in our collections that might help inspire you to come up with your own stories or themes for your game. Check out the following eBooks, e-Audio Books, and Databases:

eBooks

- [*The Cardboard Kingdom* by Chad Sell](#)
- [*The Golden Compass* by Philip Pullman](#)
- [*The Girl Who Drank the Moon* by Kelly Barnhill](#)

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- [The Witch Boy](#) by Molly Knox Ostertag
- [The Serpent's Secret](#) by Sayantani DasGupta
- [Dragons in a Bag](#) by Zetta Elliot

E-audiobooks

- [Snow & Rose](#) by Emily Winfield Martin
- [Lalani of the Distant Sea](#) by Erin Entrada Kelly
- [Where the Sea Turned to Silver](#) by Grace Lin
- [Breadcrumbs](#) by Anne Ursu
- [The Dragonet Prophecy](#) by Tui Sutherland
- [The Tale of Despereaux](#) by Kate DiCamillo

Databases

- [For grades 3-5](#)
- [Novelist Plus K-8](#): Look up books you like and find read alike

Your Reward:

Make sure to visit NYPL's Online Reading Portal through our partner Beanstack and log your completed activity to receive a special badge! Find our portal at nypl.org/summerreading.

Activity Author: Aimé Casillas, Children's Librarian, 67th Street Library

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NYPL Fairy Tale Adventure Game

This game is based on hopscotch, with some unexpected twists and turns!

Materials:

- Sidewalk chalk for outdoor game, painting tape for indoor game
- A small rock, or similar object to throw on the hopscotch
- Pens and markers
- Index cards or pieces of paper
- A bowl to place your playing cards
- Larger scraps of paper

Preparation:

1. Create a list of possible fairy tale characters.
2. Create a list of possible fairy tale settings.
3. Create a list of at least 20 scenarios and challenges to choose your own adventure (some ideas provided below).
 - a. Think of scenarios as a complicated question or dilemma you have to solve.
 - b. Think of challenges as something to draw, sing, answer or do.
4. Write down these scenarios and challenges on index cards or pieces of paper.
5. Use sidewalk chalk or tape to draw or lay out a hopscotch of at least 20 steps and some sideways adventures (see example below).
 - a. You can use your imagination to create a world for your quest.
 - b. At number 20, write down the final challenge that will save the fantasy land.

Rules of the game

- You can play this game as a regular hopscotch.
- If you bend over to pick up your rock and your foot or feet leave the square you're on, you have to make that move again on your next turn.
- You can move back and forth between regular hopscotch and the sideways adventures.
- For the scenarios and challenges, make sure to complete them quickly.
- The player who completes the challenge at number 20 first wins the game.

Activity Steps

This game should include at least two players.

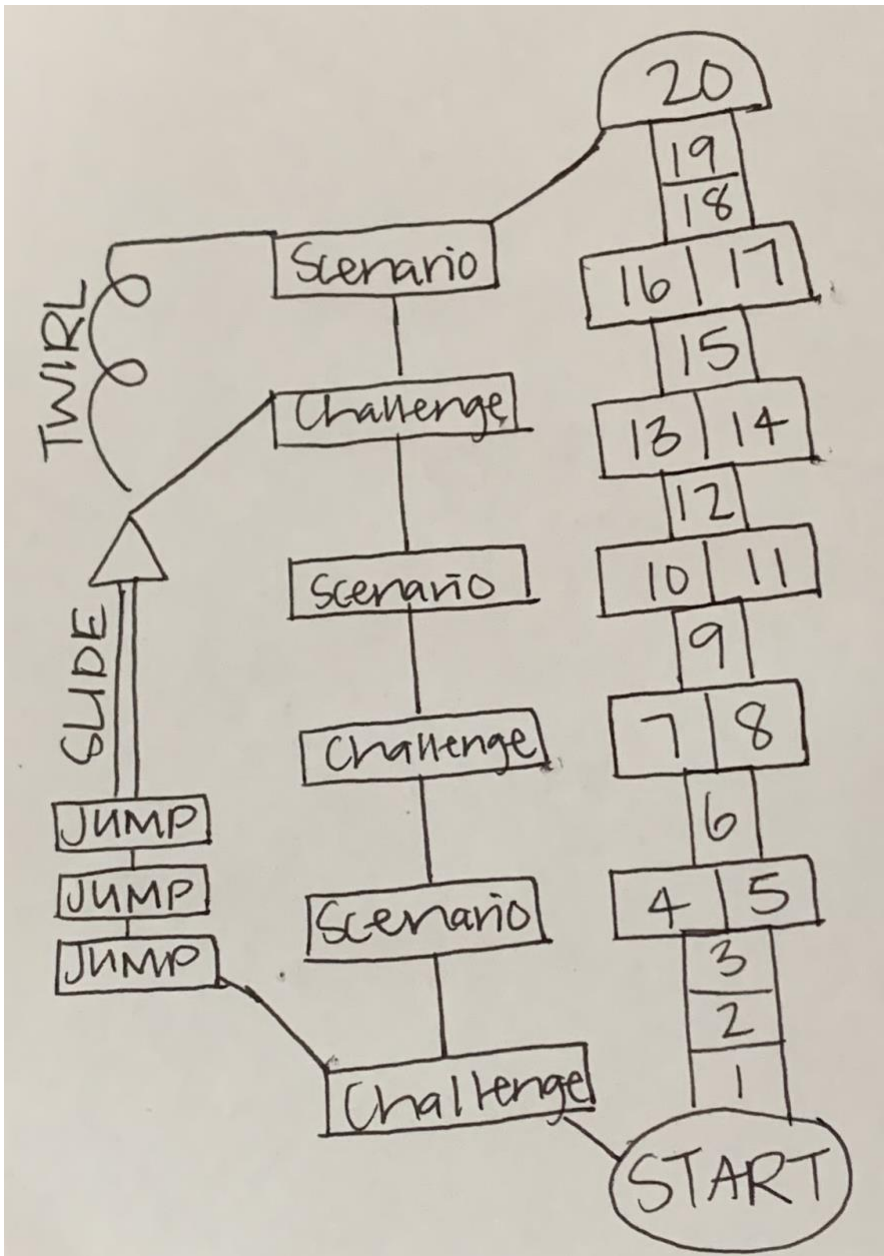
1. To play hopscotch, you throw the rock onto the first square. Then you jump over the square and land on number 2. You hop or jump all the way to number 20 and go back. When you get to where the rock is, you bend over to pick it up and keep going to the beginning.

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2. If you're on the sideways adventures and it is your turn, pick a card from the bowl and complete that challenge or answer the question to the scenario.
3. The player to reach number 20 first and complete the final challenge, wins.

You can change the order of things, add more numbers, and more stops on the sideways adventures.

Hopscotch Template



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Possible Scenarios and Challenges

(You can cut these cards out)

Challenge: Mirror, Mirror on the wall—draw yourself on paper or on the sidewalk, remembering the last time you looked in the mirror	Challenge: there is a magic bridge on the road. Draw on paper or on the sidewalk what you see on the other side.
Challenge: retell a popular fairy tale in 30 seconds	Challenge: name 2 fairy tales that involve a wolf
Scenario: the mermaid got lost. What's the first step to help her find her way?	Scenario: the witch's brew is missing an ingredient. Can you guess what that could be? Give at least 5 possible answers
Scenario: a troll started crying—what could the heroes do to help?	Scenario: you see a house in the woods made of candy. Debate with the other players whether you should go near it.
Challenge: once upon a time there was a 3rd-5th grader in the forest—how does the rest of the story go?	Challenge: make up a rhyme of at least four lines that includes a dragon
Challenge: do 10 jumping jacks to scare the crow away!	Challenge: count by 9s while the other player has their turn
Scenario: you find a basket on the side of the road with shiny, red apples in it. What do you do?	Scenario: your best friend is stuck in the tower of a castle. Would you choose a ladder or a hammer as your tool to save them? Why?
Scenario: a little kid claims they can help you solve the final challenge at number 20. Do you believe them?	Scenario: you have to cross the forest. How do you make sure you can find your way back out?
Challenge: sing your current favorite song to put the dragon to sleep	Challenge: take a picture of the other player and imitate their pose
Challenge: take in a big breath and blow it out, out, out like the big bad wolf!	Challenge: tell a different ending to a popular fairy tale