

Design and Technology

Year 6

Summer Term



Games4Profit



Challenge:

To create a Midsummer Fair Game, designed to make profit for the school

Competition Ideas (Choose 1)

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| 1 | Hold an open event for groups to share their final products with parents. Parents vote on the best design. |
| 2 | Upload videos of the final designs to the school website and hold a web vote to decide the best design. |
| 3 | Gallery - Selected classes visit the class to see the final designs and vote for their favourite. |

The Journey

Technical Knowledge	Design	Make	Evaluate
<p>What is a Midsummer Fair game?</p> <ul style="list-style-type: none"> A Midsummer Fair Game is a game or activity that Y6 pupils create in order to encourage other pupils and parents to play at the annual Midsummer Fair. All money from the game goes back to the school and is used for a variety of resources needed by the school. <p>What is a float?</p> <ul style="list-style-type: none"> A "float" is an amount of money, usually in change, that is given to the Y6 pupils to help get their game up and running on the day. <p>What is profit?</p> <ul style="list-style-type: none"> Profit is any money after the "float" has been deducted. Eg A game last year took £32. That means they made a profit of £30 for the school. <p>What is marketing?</p> <ul style="list-style-type: none"> Marketing refers to many things. It can include research, advertising, selling, brand design, pricing, finance, social media and being aware of the audience for a product. 	<ol style="list-style-type: none"> Clearly understand the criteria for the project Explore a range of existing games that could be played and considered at the Midsummer Fair. Explore the pro and cons of putting up "capital" (invested interest, items, prizes, resources that go into the game prior to it being used at the fair) COMPLETE SKILLS PRACTICE As a group of 2-5, revisit individual draft designs and come up with an agreed final group design, based on the game idea As a group, create a detailed resource list of resources needed to be purchased or made before the event. 	<p><u>Skills Practice</u></p> <ul style="list-style-type: none"> Task 1: In groups mind map ideas for games at the fair. What has worked well before? Task 2: Use ideas from previous years to create own game idea/design. Task 3: Choose one of the designs and make a working game of it (in their own time). It must be ready for the fair date. 	<p><u>Before Making</u></p> <ul style="list-style-type: none"> Explore and evaluate a range of existing games that can be played at a school fair. Evaluate learning from skills practice and use this to adapt the final group design. <p><u>After Making</u></p> <ul style="list-style-type: none"> Once the game is complete, spend time creating and improving the marketing. Create iMovie Advert linked to promoting the game. FONS to award the games making the most profit with a prize.

Resources guidance (Not an exhaustive list)

List of previous Y6 games which have been successful and the profit they have made.
 Junk or recycled materials to make the game and marketing / advertising / publicity ON the game
 Y5 & Y6 playground play ground will be set up in the afternoon of the fair date. Each "game" will have 1 table from the Y6 block and 2 chairs if necessary.
 A generic Y6 Midsummer Fair Games poster will be made to be displayed around the school (not individual ones around the school - these will be used ON the actual game table)