

Program Outline: Game Design

Objective Scout will Achieve:	
Characteristics Scouts will Learn:	Brave, reverent
Materials for Virtual Meeting:	Laptop computer iPhone Pencils Paper Scissors
Questions to Ask Scout Before Meeting: (Want your Scout to get a shout out during the meeting, please submit answers to @ before the meeting. Include: Name, Den Level, Hometown and Pack Number if you are in one.)	<ol style="list-style-type: none"> <li>1) What are the features of a game?</li> <li>2) Why do we play games?</li> <li>3) How do you make a game fun?</li> </ol>
Activities during meeting:	<ol style="list-style-type: none"> <li>1. Decide on the elements for your game.</li> <li>2. List at least five of the online safety rules that you put into practice while using the Internet on your computer or smartphone. Skip this if your Cyber Chip is current.</li> <li>3. Create your game.</li> <li>4. Teach an adult or another Scout how to play your game.</li> </ol>
Instruction for Activity 1	<p>What are the steps to making a game?</p> <ol style="list-style-type: none"> <li>1)</li> </ol>
Instruction for Activity 2	<p>Make a list of the Safety Rules. You can check them here:</p>
Instruction for Activity 3	<ul style="list-style-type: none"> <li>• The easiest game to make is a fortune teller. Here's how:</li> <li>• Start by folding your square sheet of paper in half diagonally both ways, ending up with a nice X.</li> <li>• Fold all four corners neatly to the central point of the X. Crease well!</li> <li>• Flip the paper over to the other side.</li> <li>• Fold all four corners to the central point!</li> <li>• Fold the paper in half, top to bottom, unfold and fold in half from left to right and unfold.</li> <li>• Pick up the paper.</li> <li>• Start to push all the points inwards.</li> <li>• Use your fingers to pinch the paper to the center.</li> <li>• Rotate the paper to the side and pull out the flaps!</li> <li>• After a bit of shaping, your origami fortune teller is made!</li> </ul>

- You can make sure your origami cootie catcher has good movement by opening and closing it back and forth.
- Get a pen and write four words, they don't have to be colors. Alternatively, they could be drawings of animals, such as fish, cat, horse, elephant.
- Flip the paper over, and write the numbers 1 through 8 on each of the sections.
- Open out the flaps you drew the numbers on. You can write your 'fortunes' in these sections.
- In the example, we have used simple outcomes such as 'yes', 'no' and 'maybe'. You can make these answers more elaborate, or more specific to your situation!
- You can also use the upper sections for the answers!
- Reassemble the fortune teller, and hold it out, closed, to your friend (or yourself!).
- Have them pick a color (or whatever words you used).
- You will now count open and close the fortune teller, and alternate the direction you open it.
- Open and close the fortune teller as many times as there are letters in the word.
- Hold the fortune teller open at the end of your counting.
- Next, show it to your friend and ask them to choose a number.
- Again open and close the fortune teller, as many times as the number they chose.
- Hold out the fortune teller again, asking them to choose a second number.
- Open out the paper, and the answer is under the number they chose.
- To take it a step further, if you have different answers on the upper and lower sections you can ask them 'up or down?' and read the answer from either the top or bottom section.

All is taken from  
(<https://www.thesprucecrafts.com/make-these-creative-cootie-catchers-4149965>), please feel free to download these prototypes as well!

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Instruction for Activity 4	<p>This can get a little challenging with social distancing, but it can be done!</p> <p>One way is to take your fortune teller, and send a digital format of it to a friend or family member that you haven't seen in a while due to the pandemic. Arrange a Zoom or Skype meeting with them, and teach them how to play the game online that way.</p>
Additional Requirements needed to complete the Adventure (These requirements will not be on the Virtual Cub Scout Video):	(a)

Adventure: Game Design