

Activity Pack (Teachers/Tutors)

Welcome to the Mobo Game Jam - the global game making challenge that asks young people across the world to use the power of the video game medium to help tackle climate change, and our access to clean water.

This pack is an additional resource for a classroom/youth club setting, and can be used as the basis for any video or paper submission to the Mobo Game Jam.

Contained in this pack are:

- An activity pack that walks through the game development process - known as "paper prototyping". The pack highlights various stages of game development, as well as varying disciplines and specialisms. These resources are appropriate for KS2/KS3 but can also be used as a foundation for idea generation across KS4.
- A guide for using the Video Game Ambassadors - a free online platform for connecting educational institutions to the UK games industry. You can use this platform to bring games industry specialists into the classroom (remotely) to support with Mobo Game Jam and any other educational initiatives/projects.
- A geofact sheet provided by WaterAid, to give context to some of the growing global issues around climate change and the world's access to clean water sources.

Games Careers

If you're interested in showing young people more about careers in the games industry, and how they relate to each activity - head over to the Careers section of intogames.org. Careers pages also contain learning pathways, interviews with professionals, and more.

If students have questions about a career that isn't answered on the website, they can ask the Into Games Twitter [@IntoGamesHQ](https://twitter.com/IntoGamesHQ) using the hashtag #IntoGamesQA to get instant answers from our team.

Geofact Sheet KS2-3

How to use this fact sheet

Read this sheet and learn the facts about climate change and water. Do some of your own research too! The more you learn about these issues, the better your games will be! [For extra info, watch our masterclasses on the resources page.](#)

1) Water FACTS

- 785 million people in the world – one in ten – do not have clean water close to home.
- 578 million people in the world – one in thirteen – have no choice but to drink dirty water.
- Since 2000, 1.8 billion people have gained access to clean water.
- However, at current rates of progress, everyone in least developed countries won't have clean water until 2060 and everyone in sub-Saharan Africa won't have safely managed sanitation until 2403 – 373 years behind schedule.

2) Why is having clean water important?

- Drinking dirty water can make people very unwell. About 310,000 children under five years old die every year from diseases caused by dirty water and lack of flushing toilets and sewers.
- If there isn't a tap close to home that people can get clean water from, they have to walk to collect water. This is often a very long walk. This means that people miss out on doing other things like going to school and learning, or going to work and earning money.

3) Climate change FACTS

- Globally, temperatures are going up.
- 2019 was the warmest year ever!
- The last 10 years were the warmest ever.

4) Examples of climate change

- In countries like Bangladesh, Ethiopia and Mozambique, climate change means there is not enough rain. This is called a drought. Having less rain means there is less water to drink and means people have to walk further to find water. Often the only water available is dirty, which makes people sick. Drought also means farmers' crops don't have enough water and won't grow properly or might die. This means people don't have enough food to eat.
- In some countries, climate change can mean there is more rain than normal. Malawi, Pakistan and Timor Leste are some of the countries that have more rainfall than normal due to climate change. Having too much rain can cause flooding. Floods can destroy farmers' crops, break toilets and damage homes. Dirty flood water can get into drinking water supplies which means they are not safe to drink.

5) How does WaterAid help to protect people against climate change?

- WaterAid installs taps and pipework that brings clean water to people in need. The taps and pipework are specially designed not to break during floods.
- WaterAid helps people and communities to look after their water supplies so that they always have water available if there is a drought. This is called water supply management.
- WaterAid shares knowledge and information about climate change and water with governments so that they can help people within their countries to survive droughts and flooding.

6) What more needs to be done to fight climate change?

- There is not enough money being spent to help fight climate change. As little as \$0.20 per person is spent each year to make sure people have drinking water in countries affected by climate change - this is not enough! We need a 10x more money spent on giving people access to clean water.
- Education is key! The more we can learn about these issues, the better prepared we will be to fight them. Your games are part of educating people, as they will help to teach people about climate change and water.

Questions?

[Click here to find out some answers to common questions people have about WaterAid, the issues we tackle and the work that we do.](#)

Why not explore our resources to learn more? [Click here to explore!](#)

Key words

What is climate change?

Climate change is the change in weather over a long period of time.

This isn't just about having a really hot or a really wet day here and there. Climate change means the change in weather is long lasting.

What is a natural disaster?

Natural disasters are extreme natural events such as floods, droughts or hurricanes. They can cause death, damage to houses and disrupt our lives. In some places, climate change can make these natural disasters worse!

What is a drought?

A drought can happen when a place gets little or no rain for a long time. Droughts can mean that there is less water to drink and that farmers crops fail to grow.

What is a flood?

A flood happens when there has been a large amount of rain which makes rivers overflow. Peoples houses and crops can be damaged or destroyed, and drains and sewers can overflow which contaminate drinking water with dirty flood water.

Geofact Sheet KS4-5

How to use this fact sheet

This resource is designed to provide you with the facts about climate change and water. It's a good starting point to find out about the two issues, but is by no means everything you need to know! For a more detailed look at climate change and water, check out the links provided on the brief and watch the first masterclass video - the more you learn about these issues, the better your games will be!

1) Water FACTS

- 785 million people in the world – one in ten – do not have clean water close to home.
- 578 million people in the world – one in thirteen – have no choice but to drink dirty water.
- Since 2000, 1.8 billion people have gained access to clean water.
- However, at current rates of progress, everyone in least developed countries won't have clean water until 2060 and everyone in sub-Saharan Africa won't have safely managed sanitation until 2403 – 373 years behind schedule.

2) What is the impact of an unreliable supply of clean water?

- Drinking dirty water can have serious health implications. Around 310,000 children under five die every year from diarrhoeal diseases caused by poor water and sanitation. That's over 800 children a day, or one child every two minutes.
- Children are often tasked with walking to collect water. This is very time consuming and means that many miss out on school and getting an education as a result.
- People may also lose out on the chance to earn money as they are spending time collecting water rather than working.

3) Climate change FACTS

- Globally, temperatures are rising.
- 2019 was the warmest year ever.
- The last decade was the warmest one yet.
- 90% of all natural disasters are linked to water.

4) Examples of climate change

- In countries like Bangladesh, Ethiopia and Mozambique, climate change is causing prolonged droughts. That means people have to walk further to find water. Often the only water available is dirty, which makes people sick. Drought also means farmers' crops are more likely to fail and cattle risk dying, so they have less produce to sell and families have less food to eat.
- Malawi, Pakistan and Timor Leste are some of the countries increasingly affected by flooding and least prepared to adapt to the extremities. Floods can destroy people's crops, toilets and homes, and they can contaminate drinking water sources, damaging people's livelihoods, their dignity, their safety and health.

5) How does WaterAid help to protect people against climate change?

- WaterAid installs taps and pipework that brings clean water to communities in need. This equipment is designed to be resistant to flooding and therefore helps people to stay protected against climate change.
- WaterAid help people and communities to monitor and manage their water supplies so that they are able to meet their needs if there is a drought.
- WaterAid shares knowledge about climate change and water with governments so that they can help people within their countries to survive droughts and flooding.

6) What more needs to be done to fight climate change?

- There is not enough money being invested to help fight climate change. As little as \$0.20 per person is spent each year making water services climate resilient - this is not enough! We need a 10x more money spent on making sure people can access clean water so that they can fight climate change.
- Education is key! The more we can learn about these issues, the better prepared we will be to fight them. Your games are part of educating people, as they will help to teach people about climate change and water.

Questions?

[Click here to find out some answers to common questions people have about WaterAid, the issues we tackle and the work that we do.](#)

Key words

What is climate change?

Climate change is the long term shift/change in weather patterns. This isn't just about having a really hot or a really wet day here and there. Climate change is about the weather changing over a long period of time and being long lasting.

What is a natural disaster?

Natural disasters are extreme natural events that can cause loss of life, extreme damage to property and disrupt human activities. Climate change can make some natural disasters worse or more regular e.g. droughts, floods, tropical storms.

What is a drought?

A drought is a period of time where an area receives lower than average rainfall. Droughts can mean that there is a reduced water supply and that farmers crops fail to grow.

What is a flood?

A flood occurs when there has been a large amount of rainfall causing rivers to overflow and soak land that is normally dry. Peoples houses and crops can be destroyed, and drains and sewers can overflow which contaminate drinking water.

What is sanitation?

Sanitation means having access to clean water and proper sewage disposal.

The Video Game Ambassadors is a freely accessible online platform for connecting educators with the UK games industry. Created by Ukie - the trading body for the games industry - and run by Into Games - the careers service for the games industry - the Video Game Ambassadors is the easiest and most accessible way to bring games industry expertise and engagement to the classroom.

Want to run a masterclass on Level Design to support your students, or need a mentor to support your Mobo Game Jam? Head to gamesambassadors.org.uk and sign up to get free access to hundreds of UK games industry professionals, who have volunteered their time to support on educational initiatives like yours!

- Head over to www.gamesambassadors.org.uk
- Follow the "Host a VGA" option to sign up as an opportunity provider using your educational institutions information
- You should receive email confirmation soon after that you have been approved - follow the link provided in this.
- From there head to Opportunities > Create Opportunity
- Fill in the information required, including information about the opportunity, the roles and responsibilities you are looking for, as well as dates and times.
- If you have any questions about the Video Game Ambassadors, email brandon@intogames.org
- Below is a template opportunity that you can use - be sure to click the links below to read more about some of the roles you might want support from.

Opportunity Name: Support our students with a game development workshop as part of the International Mobo Game Jam!

Opportunity Description: We're {organisation type and name} embarking on a game jam project to teach our students more about game development, careers, and climate change. We're using the Prototyping Activity Pack (attached) to take our students through the processes of game development and we're looking for UK games industry professionals to offer support and guidance throughout the activity.

We're looking for {role/s} to deliver a short introduction and Q&A on the games industry, followed by a workshop/masterclass on your profession.

Potential Skills/Roles: Level Designer, Concept Artist, Character Artist, Sound Designer, Producer, Creative Director, Narrative Designer, Game Jams

Activity 1 - Pre-Production

Don't feel like you have to come up with a whole idea at once. Break it down into segments that feed into each other. Try this five times and pick your favourites. Start by drawing an environment you know - this could be real or imagined, then decide what the genre of your game will be. Finally, try to describe your game in one sentence.

You can repeat this as much as you like - the more ideas you have, the more games you could make!

An environment:



A genre of game:

Puzzle game
.....

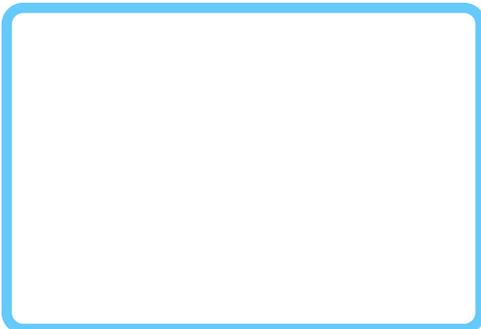
A goal:

To checkout all the customer's shopping
.....

My game in one sentence:

Pack the customers shopping in a tall tower - don't let it fall!
.....

An environment:



A genre of game:

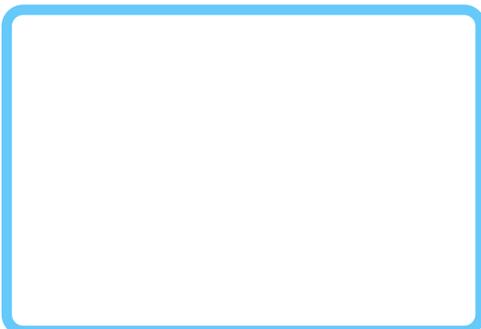
.....

A goal:

.....

My game in one sentence:

An environment:



A genre of game:

.....

A goal:

.....

My game in one sentence:

.....

An environment:

A genre of game:

.....

A goal:

.....

My game in one sentence:

.....
An environment:

A genre of game:

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A goal:

.....

My game in one sentence:

.....
An environment:

A genre of game:

.....

A goal:

.....

My game in one sentence:

.....
An environment:

A genre of game:

.....

A goal:

.....

My game in one sentence:

Activity 1 - Pre-Production

Next, using your three game elements create a piece of unique concept art and an initial game concept.

Concept art helps form an idea of what your world will feel like and could be anything from an enemy, an item, a creature, or even the flowers in your game! Which element best shows what makes your game unique?

Don't worry about perfecting the name of your game - it could be something as simple as "Untitled Dog Game". It will be easier to think of a snappy title in the later stages.

My game is called:

.....

My game will be played by:

.....

My game is set in:

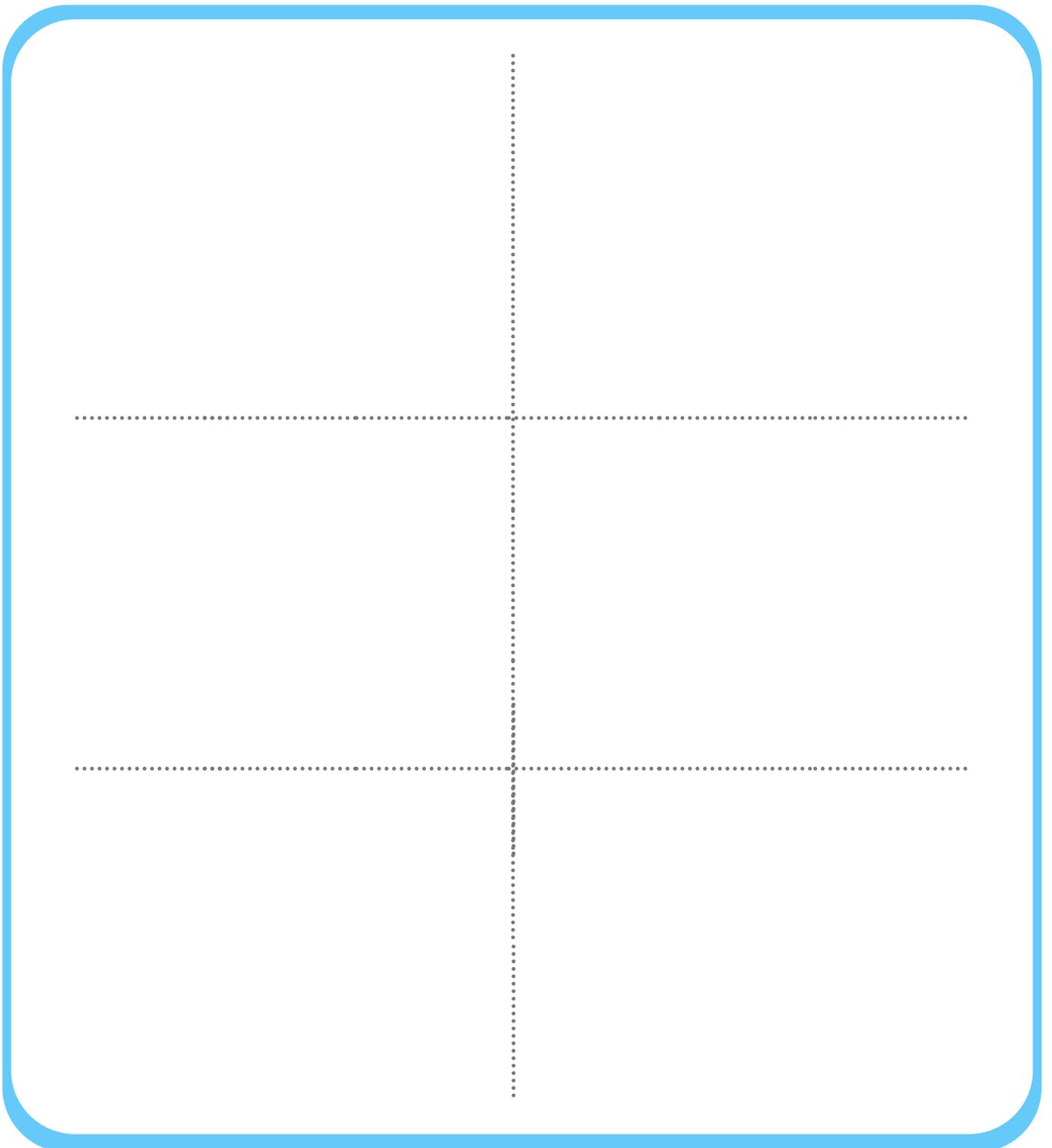
.....

My first piece of concept art:

Activity 2 - Pre-Production

Using this sheet, draw six different versions of your main character, and decide on one you like the best.

When deciding on a favourite design it is important to get good feedback - why not share your designs with others? It is helpful to ask questions like "which is the scariest?" or "which character design looks most like an angel?" rather than "which idea do you like best?" to make sure you get useful feedback!

A large, rounded rectangular area with a thick blue border. Inside, there are six dotted lines forming a 2x3 grid. The grid is composed of two vertical lines and three horizontal lines, creating six rectangular cells for drawing character designs.

Activity 2 - Pre-Production

Now, let's think about who our main character is by answering these questions about them.

Creating a main character is one of the most important (and fun) elements of game development, and will be the part of your game that the player relates to the most. It is useful to think about your character's backstory even if you don't show it in your game - it will make your character seem more real!

What is your main character's name?

.....

What is their goal?

.....

.....

.....

What is their biggest weakness?

.....

.....

.....

How do they overcome it?

.....

.....

.....

Describe your character in one sentence.

.....

.....

.....

Activity 3 - Production

In this activity, we are going to think about our game's story by filling in the five most important parts - or "beats" in the game.

Keep your story simple for now as it will help in identifying the key beats and define what elements are most important to work on. If your game has no story, what are the five key parts of the game from start to finish? Remember the three game elements from the first activity!

First Steps

The game begins - what does the player see?

.....

.....

What's This?

Someone or something excites the main character - what is it?

.....

.....

A New World

What does that exciting thing reveal about the game?

.....

.....

Challenges

What is the main aim of the game and what challenges does the player face?

.....

.....

Achievement

How do you beat the game and what has the main character learned?

.....

.....

Activity 3 - Production

In this activity, we're going to think of the five sound elements that help define the five "beats" of our game. Using items around you, try and create five sounds for each step and write them down here.

When designing your game, creating sound effects that bring your world and characters to life are incredibly important. Why not try and record them using your phone or a computer?

First Steps

What does your main character sound like when they talk and move?

.....

.....

What's This?

What sounds could draw the player towards something exciting?

.....

.....

A New World

What sounds can you hear in the world of your game?

.....

.....

Challenges

What noises can you hear when your main character faces a challenge?

.....

.....

Achievement

Is there a sound that plays when you complete the game?

.....

.....

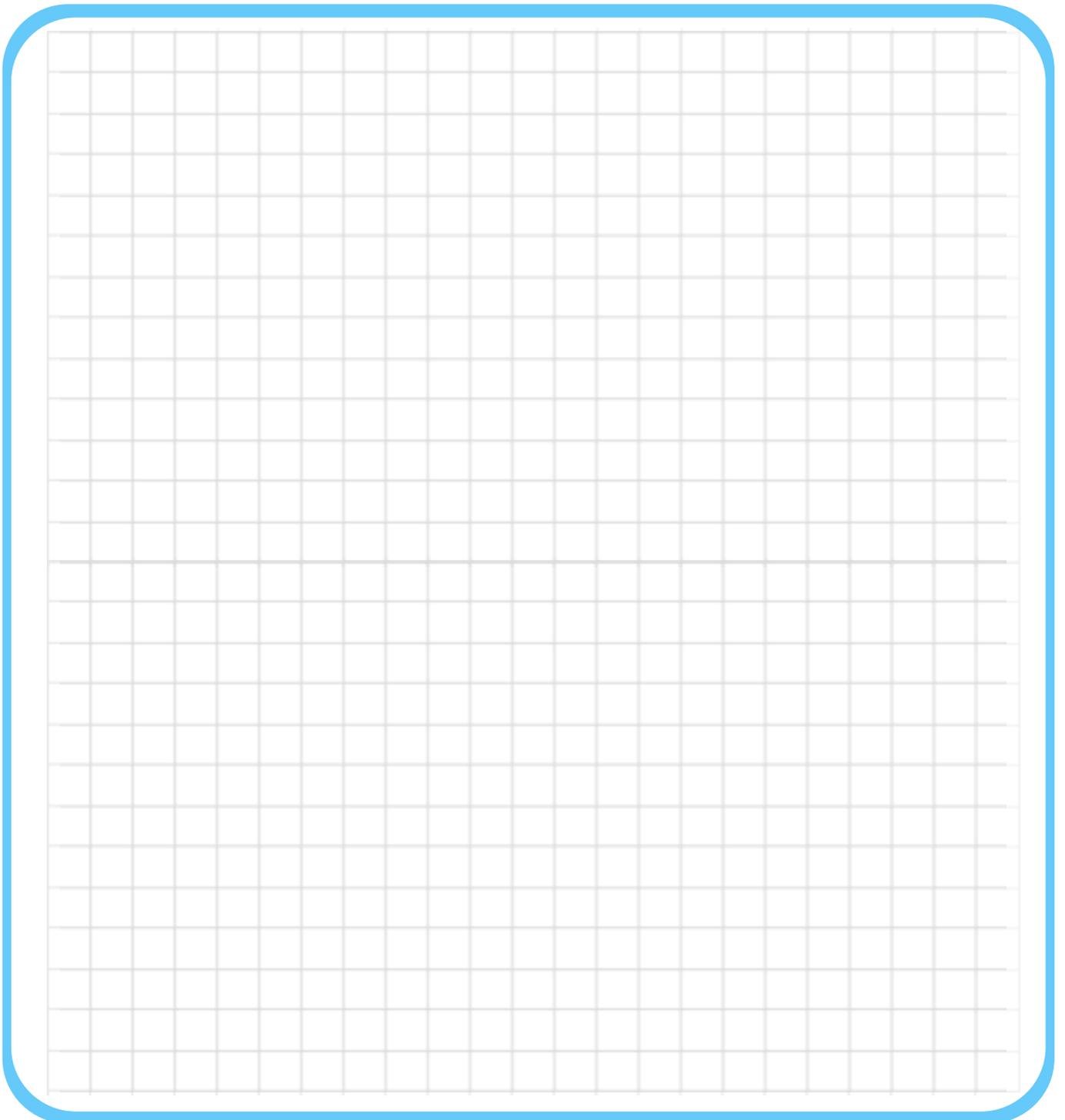
Activity 4 - Production

In this activity we will be exploring level design - using the space provided below to create a "paper prototype" of your game.

It will be helpful to imagine you are viewing your game from one of two ways:

- Birds-eye-view or "top-down perspective"
- As if you are viewing your game from left to right or "side-scroller perspective"

A paper prototype is a test version of your game that can be played with a pen and paper - feel free to cut up this sheet so you can make your character "moveable"!



Activity 4 - Production

At this stage in development, we should be able to define what our game is, how it will be played, and who it is for. Answer these questions about your game - use your previous activities for inspiration!

Think back to the start of the activities when you created your working title, game elements and concept art. What has changed? Game developers will always work to a brief, so it is important to remember the three game elements from the first activity as a starting point.

What is your game called?

.....

What is the aim of the game?

.....
.....
.....

Who will be most interested in this game?

.....
.....
.....

Why should people play your game?

.....
.....
.....

Activity 5 - Post-Production

We already know who will be interested in our game - how do we make sure they see it? Create a persona of a player you think would buy your game.

A persona is an example of your game's audience or "target market" - the players around the world who you think will really enjoy your game. If you can define them, it will be easier to share your game with them!

Name:

I like:

.....

.....

My favourite websites are:

.....

Next, draft a social media post that your target market would be excited by.

What snappy language can you use to engage the reader, and what is the perfect image to showcase your game? If you need some help, search for your favourite game studio on social media and use their posts for inspiration.

Activity 5 - Post-Production

This final activity will bring together everything you have learned over the past five activities and help showcase your game to the world. Use this template to create a final poster or the front cover for your game.

When creating your poster, imagine you are somebody who has never heard of your game before. What parts are most important to show, and how do you grab their attention?