

Bloxels

You don't need to understand fancy code and own super expensive computer programs to make video games anymore. All it takes is your Bloxels Gameboard, some blocks and a mobile device and, of course, your imagination to take the guesswork out of building your own video games!



Tell Your Story

It all starts with your idea. The sky's the limit! You can be a dragon, climbing a volcano while fighting ice cream monsters! Or, a zebra-man escaping a zombie-filled zoo?! Anything's possible with Bloxels. Turn a story you are reading into a live action game.

Build Your Game

Using the gameboard and blocks, you can build the levels, heroes, and art to make your story come to life. Your world can be up to 169 rooms!

Capture

Use the camera on your mobile device to snap a picture of the Gameboard and add it to your game. You can build layouts, heroes, and all the art needed for your video game.

Customize

Using the Bloxels Builder app, you can create game maps, animate heroes and game art, as well as build different elements. This is where your game really comes alive!




Play & Share

You've built your masterpiece, but it's not done yet! Play it and share it with the world by publishing it to the Infinity Wall. Share the unique coordinates with friends to see if they can beat it!

Additional Resources

For more Bloxels activities visit bloxelsbuilder.com/education

To get started download the **Bloxels Builder app** and purchase a Bloxels Box Set.

CORE COMPETENCIES COMMUNICATION 	CORE COMPETENCIES THINKING (CRITICAL/CREATIVE) 	CORE COMPETENCIES (PERSONAL/SOCIAL) 
<p>Connect and engage with others (to share and develop ideas)</p> <ul style="list-style-type: none"> <input type="checkbox"/> "I expressed my ideas or listened to others' ideas" <p>Collaborate to plan, carry out and review constructions and activities</p> <ul style="list-style-type: none"> <input type="checkbox"/> "I can work with others to achieve a common goal; I do my share." <p>Explain/recount and reflect on experiences and accomplishments</p> <ul style="list-style-type: none"> <input type="checkbox"/> "I reflected on what was easy and challenging." 	<p>Analyze and critique</p> <ul style="list-style-type: none"> <input type="checkbox"/> "I analyzed our process and looked for ways (sequences) to make it better." <p>Generate Ideas</p> <ul style="list-style-type: none"> <input type="checkbox"/> "I deliberately learn a lot about something (e.g., by doing research, talking to others or practising) so that I am able to generate new ideas or ideas just pop into my head." 	<p>Self determination</p> <ul style="list-style-type: none"> <input type="checkbox"/> "I can celebrate my efforts and accomplishments." <input type="checkbox"/> "I can advocate for myself and my ideas." <p>Self regulation</p> <ul style="list-style-type: none"> <input type="checkbox"/> "I can persevere with challenging tasks. I can take ownership of my goals learning, and behaviour." <p>Well-being</p> <ul style="list-style-type: none"> <input type="checkbox"/> "I can make choices that benefit my well-being and keep me safe in my community, including my online interactions." <input type="checkbox"/> "I can use strategies to find peace in stressful times."

TEACHER ACTIVITY: Bloxels

Sample Competency Targets of a Bloxels Activity

Core Competency	<ul style="list-style-type: none"><input type="checkbox"/> "I can work with others to achieve a common goal; I do my share."<input type="checkbox"/> "I analyzed our process and looked for ways (sequences) to make it better."<input type="checkbox"/> "I can persevere with challenging tasks. I can take ownership of my goals learning, and behaviour."
Curricular Competency	Defining, Ideating, Prototyping, Testing, Making, Sharing
Content	Computational Thinking, Drafting

OBJECTIVE: Create a Background for a Game

PROCEDURE:

1. Using the cubes and the black 13X13 board, create a scene. Be sure to refer to the colour codes for each cube.
2. Using the Bloxel App on the iPad, find the camera button, and take a picture of your scene.
3. Try one of the activities in the Teacher's Guide.

NEXT STEPS: How might you integrate this tool with another subject?

Math:

LA:

SS:

SC:

FA:

CE:

OTHER: