Lesson 4: Customizing Game Design – Art, Music, and Behavior

Grade Level:

2nd – 5th Grade
 (*Split into two lessons for 2nd–3rd; combined for 4th–5th*)

Overview:

In this lesson, students bring personality and polish to their games by customizing how their game **looks, sounds, and behaves**. All students begin by exploring the **Asset Pack tab**, where they choose artwork for their blocks, update their game's **background**, and select a **music track** to match the tone of their level.

Students in 2nd–3rd grade focus on the visual and audio elements.
 Students in 4th–5th grade also explore **Configure Mode**, where they can adjust the behavior of specific block types to enhance gameplay. After testing, students reflect on how their visual and behavioral changes affect the experience — and make adjustments to improve balance and challenge.

Objectives:

- Students will use the Asset Pack tab to customize the appearance of their blocks.

- Students will choose a background and music to fit their game's mood.

- Students in 4th–5th will use Configure Mode to change block behavior.

- All students will reflect on how their design decisions influenced gameplay.

Materials:

- Devices with Bloxels app

- Previously built game level

- Optional: Reflection sheet or journal page

Customization Areas by Grade:

Grade Level	What Students Will Do
2nd–3rd	Change block art using the Asset Pack tab, choose a background, and select a music track.
4th–5th	Complete the same visual/audio customization **plus** configure block behavior (selected blocks only).

Blocks Configured in 4th–5th Grade:

Block	Configuration Options
🟧 Yellow – Collectible	You can adjust this to be keys that open doors, but I don't usually have them do this part.
🟥 Pink – Power-Up	Choose health recovery or new ability.
🟧 Orange – Action	Throw, explode, or launch the hero (adjust bounce power).
⬜ White – Story	Checkpoint, dialogue, or celebration. You can also create a warp, but I save this for another lesson.
🟪 Purple – Enemy	Adjust type or difficulty as needed.

Procedure:

Part 1 – Asset Pack, Background, and Music (All Grades)

1. **Model (5–10 minutes):**

   - Show how to:

     - Access the **Asset Pack tab** to change the art for blocks

- ■ Choose a **background** for the game

- ■ Select a **music track**

- ○ Discuss how visual and audio choices affect mood, style, and tone

2. **Student Customization (10–15 minutes):**

   - ○ Students update block art, background, and music to match their theme

   - ○ Encourage consistent visual style (e.g., hazards should look dangerous)

   - ○ Students test the game as they go to experience the changes

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Part 2 – Configure Mode (4th–5th Only or in a separate lesson for younger grades)

3. **Model (10–15 minutes):**

   - ○ Show how to open **Configure Mode** and select supported blocks

   - ○ Demonstrate block behavior options:

     - ■ Power-ups (health or ability)

     - ■ Action blocks (bounce height, throw/explode)

     - ■ Story blocks (dialogue, checkpoint, celebration)

     - ■ Enemies (adjust difficulty or movement)

4. **Student Configuration (15–20 minutes):**

   - ○ Students update block behavior and test their game to check for balance

   - ○ Emphasize making changes that support fun and challenge

   - ○ Model what it looks like to **adjust when something doesn't feel right**

Reflection:

After building and testing, students reflect on:

- *How did your changes make the game feel more fun or challenging?*

- *Did you have to change anything that didn't work the way you expected?*

- *What block behavior or feature are you most proud of today?*

Differentiation:

	2nd–3rd Grade	4th–5th Grade
Focus	Visual + audio customization only. Configure Mode introduced in next lesson.	Full customization: visuals, music, behavior. Design choices should support gameplay.
Support	Allow students to preview music and background first. Guide them to visually mark hazards and power-ups clearly.	Encourage thoughtful testing and refinement. Push students to balance ease vs. challenge.

Assessment:

- Review student choices for visual consistency and gameplay clarity

- Observe testing and discussion of design choices

- Review reflections for awareness of design impact and revision thinking