

Lesson 6: Publishing to the Bloxels Arcade & Playtesting Classmates' Games

Grade Level:

2nd – 5th Grade

Overview:

In this final lesson, students officially **publish their games to the Bloxels Arcade**, making their creations available for others to explore and enjoy. With a linked tutorial guiding the process, students follow clear steps to get their game online. Once all games are published, the teacher assigns each student (or pair) a set of peer games to playtest.

During the playtest session, students complete short **Game Review Cards** to give kind, helpful feedback — ensuring every designer feels seen, celebrated, and supported.

Objectives:

- Students will publish their completed game to the Bloxels Arcade.
 - Students will test and reflect on 2–3 games made by their peers.
 - Students will provide positive feedback using game review prompts.
 - Students will celebrate their learning and creativity through peer engagement.
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Materials:

- Devices with Bloxels app and Bloxels Arcade access
- Link to tutorial video on how to publish a game
- Teacher-created list of published games with assigned testers

- Printed or digital Game Review Cards
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Procedure:

1. Publishing to the Arcade (10–15 minutes):

- Show students the **Bloxels tutorial** on how to publish their game.
- Support students as they follow the steps to upload their game to the **Bloxels Arcade**.
- Once published, collect the **titles** of each game and create a class list.
- Assign each student or pair 2–3 specific games to test (ensuring all games are tested equally).

2. Playtesting Assigned Games (15–25 minutes):

- Students look up their assigned games in the Bloxels Arcade.
- As they play, they fill out a **Game Review Card** for each game they test.
- Encourage them to be respectful, observant, and constructive.

3. Game Review Card Prompts:

- 🎮 *One thing I really liked about this game was...*
- 💡 *One idea I have to make the game even better is...*
- 🤖 *Something surprising or unique I noticed was...*

4. Wrap-Up & Reflection (5–10 minutes):

- Students return to their own game to read or hear feedback.
- Teacher leads a quick class reflection:
 - *How did it feel to see someone else play your game?*

- *What's something cool you learned from another designer?*
 - *What are you proud of completing in this unit?*
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Differentiation:

All Grades

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| Support | Allow students to dictate their review or use sentence starters. Assign shorter or fewer reviews for younger students. |
| Extension | Invite students to revise their game based on feedback and republish a "version 2.0." Let advanced students include a developer message or bonus level. |
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Assessment:

- Game successfully published to the Arcade
- Completion of assigned Game Review Cards
- Participation in peer testing
- Optional: Self-reflection on game design experience