5TH GRADE SURVEY RESULTS

6 GAMES

What did you like about playing this game?

How did playing the game let you tap into your creativity?

What kinds of creativity did your game tap?

What rules did you change when you played the game? What did this add to the experience? How easy was it to "Break the Rules?"

What do you think about the idea of the Instructional, Science, and Expert videos associated with each game?

If you changed the rules, would you want to share a version of your modified game online for other kids to play? How hard would it be for you to write directions for your game and upload pictures/video? Would you want a parent's help for this step?

TIME TO BREAK THE RULES!!!

Street Plays

What did you like about playing this game?

"I liked that we I liked that we got to make props and be creative about the play."

"I liked that you could improvise and go with the flow!"

"I like that you use a lot of creativity. I also liked that we improved so we never knew what was going to come next, what conflict we were going to get, and what we would do to come up with a solution. I also liked that we got to make up anything that we can make our play about. I think that doing Street Plays was really fun."

I liked how you can use your imagination and you can write a script with your friends

"I liked playing street plays because you had to really think out of the box and use your imagination to play the game and that is what I really loved about it."

How did playing the game let you tap into your creativity?

I helped because we could basically do whatever we wanted to do in the play.

It tapped into my creativity because we were doing improve and you got to make up what you say and do. Also, y=we got to make props.

When we did our scene we improved so it really makes you be creative because you are thinking about your actions and your words that you want to say. Playing the game Street Plays also let me be creative because we made everything up so for use to have a good time we have to be creative. I think we were creative because we did have a good time and we thought this experience was really fun.

It was cool to write a script, have and make costumes, etc.

Playing the game helped us build our creativity because we had to make totally not real things come to life and make them real and that was a challenge but it was fun.

Improv

When I played the game you stand to think more deeply and you go down a path you never thought of thinking going down.

What rules did you change when you played the game? What did this add to the experience? How easy was it to "Break the Rules?"

We played it so there was no lines, and we just thought of what to say right then.

We did the whole thing while improvising. This was better because you didn't have to spend the whole time working on a script.

We changed that we had to have a script, and we changed the rule to have a time limit. This added to the experience because when you have a script you are trying to remember the lines but when you don't have the lines memorized you get more done, and you have more fun because we are not trying to hard to say the right line. Also when you get timed it is the same thing you would worry, "oh I need to be done in this ammount of time. It still would be fun though because then you have an ending unlike what we did when we did not have an ending. We also kind of did not realize we were breaking those two rules though.

We tried to stay inside the rule box. But it would be easy to break the rules.

My group broke the rules by not assigning scripts because we knew it would take to long and we wanted to make up our lines as we played the game. Because we broke that rule it made the game more fun and easy else we would be creating a script for an hour.

I thought it was a little hard and others weren't to hard.

Street Plays

It would be easy to do the directions, but I do not think we need to share the way we did it because it did get a little off hand.

I think I would like to share a version of the game online because it would be fun for kids to do improve instead of a script. I might want a parent's help for this. I don't think it would be hard to make directions, but maybe for pictures or videos.

If I changed rules I would probably want other kids to learn about that game because I would want them to have a good time to. That was one of my favorite times of the week, so I would want other kids to have that fun esperience too. If I changed some rules I would not be changing the game so yes I would want to share the game with other kids. If I did this I would probably need help from my parents to upload a video and picture to the website or Google.

My parents probably would not help me that much because they don't work with electronics and they don't know anything about making and posting videos.

I think that if you changed the rules you would have fun and share it with other kids that are your age so maybe you can see the game at a through "different eyes."

What do you think about the idea of the Instructional, Science, and Expert videos associated with each game?

I do not really think we need those because then you are not being as creative as before.

I think that would be a good idea.

I think that it would be a good idea because if you do not understand the instructions on paper you can look at the video and you might understand and want to play the game it goes with more than you used too. Also it might help you understand the game a little more.

I think it is a good idea but I am not the decision maker so I can't decide.

Some games have science and some you have to think instead of guess.

What kinds of creativity did your game tap?

Intrapersonal (self smart)

Interpersonal (people smart)

Kinesthetic (body smart)

Linguistic (word smart)

3/7
groups prefer to play this game in the classroom

4 / 7
groups would play this game either at home or the classroom

Capture the Scene!

How did playing the game let you tap into your creativity?

I think that our music video wasn't like a real one but I think we were very creative doing a random fun music video and singing together and I think that was really cool.

Because I'd never think of what we did without help.

i got to dance and i saw how fun it was

I think this game tapped into our creativity because you had to draw and act out a song.

What do you think about the idea of the Instructional, Science, and Expert videos associated with each game?

I think It's a great idea.

Well I have not seen any. I think that it was a good idea to make people be more creative I also think that it is very good because you can do it with a mom a dad or any grown up or sibling and you would all have fun.

It sounds good.

2 / 4
groups would play this game either at home or the classroom

What did you like about playing this game?

I liked that you can have a lot of fun playing it and you can also be able to make your own video which I think is really cool.

That we could make a mess, and the only problem would be cleaning it up

we get to dance

I liked that you could make a video about your favorite song.

So...What's Your Story?

How did playing the game let you tap into your creativity?

I thought it was creative in the way that we were drawing and making up a full and spot on story by going with the flow.

What did you like about playing this game?

I really liked how the story was told and I thought it was a lot of fun!

What rules did you change when you played the game? What did this add to the experience? How easy was it to "Break the Rules?"

We didn't get to the "Break The Rules" part yet.

If you changed the rules, would you want to share a version of your modified game online for other kids to play? How hard would it be for you to write directions for your game and upload pictures/video? Would you want a parent's help for this step?

I might want to share a modified version, I don't think it would be hard doing any of it so I wouldn't need my mom.

What do you think about the idea of the Instructional, Science, and Expert videos associated with each game?

It sounds good.

What kinds of creativity did your game tap?

Spatial (picture smart)
Intrapersonal (self smart)
Interpersonal (people smart)

Echo-locate a Mate!

How did playing the game let you tap into your creativity?

It taped into my creativity because I was being something else.

The game brought out creativity because the part where you had to come up with some basic words was bringing out what you have created in your mind and have brought it out by saying it in a whole other language.

because you have to create more/new letters.

1/3
GROUPS WOULD RATHER PLAY IN THE CLASSROOM

1/3
GROUPS WOULD PLAY EITHER PLACE

What did you like about playing this game?

I liked playing this game because we could come up with words that no one else would know, and also because we got to speak a little of the newly created language and we got to have a conversation.

I liked that it was using a lot of creativity and me and my partner had a lot of fun.

I liked that it was really creative and that you didn't know what characters would be picked out.

What rules did you change when you played the game? What did this add to the experience? How easy was it to "Break the Rules?"

Our group didn't really break the rules by discussing what we were going to break, we sort of just played around.

We didn't change any rules.

When I played the game I changed the rule we had to start making up words instead we started making the alphabet. This added to the experience because it gave us more options for the letters. It was pretty easy to break the rules.

Echo-locate a Mate!

If you changed the rules, would you want to share a version of your modified game online for other kids to play? How hard would it be for you to write directions for your game and upload pictures/video? Would you want a parent's help for this step?

I would want a partners help for this because you kind of need your group to help you come up with examples of what kind of words you would want to use. It would be kind of hard to come up with a whole other language because different people do different things differently. I don't thin that I would necessarily write up directions and post a video/picture because most people want to do something different than the other person.

I would. I don't think it would be hard. I might want a parents help.

I liked the game, but I think it would be more exiting without a director. My parents would probably be willing to help me with uploading pictures/video.

What kinds of creativity did your game tap?

Logical (1,2,3 - number smart)
Naturalistic (nature smart)
Intrapersonal (self smart)
Interpersonal (people smart)
Linguistic (word smart)
Spatial (picture smart)

What do you think about the idea of the Instructional, Science, and Expert videos associated with each game?

I haven't seen any one of those videos so I can't really answer this question, but I don't think that there should be a video along with the instructions for how to play the game. Also, the creativity wouldn't come out as much because there would be a video making points on what is the best way to this or to do that.

I think it's a good idea.

I think it was smart to add extra info. It also helps kids learn/dig deeper into the game.

Capture the Scene!

What rules did you change when you played the game? What did this add to the experience? How easy was it to "Break the Rules?"

I think that it would be better to break the rules because you will be able to let everyone agree on something they would like to do.

It was very hard to compromise at first, but when we just started, id became much easier.

We didn't break the rules

What kinds of creativity did your game tap?

1 / 4

groups would prefer playing this game at home

Musical (music smart)
Kinesthetic (body/movement smart)
Naturalistic (nature smart)
Spatial (picture smart)
Intrapersonal (self smart)
Interpersonal (people smart)
Linguistic (word smart)

If you changed the rules, would you want to share a version of your modified game online for other kids to play? How hard would it be for you to write directions for your game and upload pictures/video? Would you want a parent's help for this step?

1/4

groups prefer to play this game in the classroom

I would make it so you can pick a song and you would also be able to take a video and you can add effects and everything.

You could choose a song, and kids or grownups could do whatever they wanted. We could upload our video, and we could do it on our blogs.

We didn't change the rules.

Junk to Jewels

How did playing the game let you tap into your creativity?

It let me be creative by letting me think up something cool
.
Well my group didn't really make anything.

What did you like about playing this game?

I think it's a good idea and good for recycling, but you shou use CLEAN trash.

That you get to make cool things with junk.

If you changed the rules, would you want to share a version of your modified game online for other kids to play? How hard would it be for you to write directions for your game and upload pictures/video? Would you want a parent's help for this step?

Well I would want to share the game anyway. It would not be hard to write directions because it is a very simple game and I would not want a parents help.

I think it would be VERY easy to do all of that and I wouldn't need a parent's help.

What rules did you change when you played the game? What did this add to the experience? How easy was it to "Break the Rules?"

What kinds of creativity did your game tap?

Spatial (picture smart)

We tried the bag one, but it didn't work.

We didn't really get to make anything.

What do you think about the idea of the Instructional, Science, and Expert videos associated with each game?

I do not think that all of the games need a video, but the games that are more complicated should.

I think maybe it's a good idea because it'll show you visually how to play.

Musical Improv

How did playing the game let you tap into your creativity?

We chose a parody.

Using the beat helps you try to explore the world of music and try new things out and I think that is creativity.

What did you like about playing this game?

I liked that we got to be silly and creative. The game wasn't very structured, I liked that part too.

That you can be creative not just by pretending and making art but by making music.

What rules did you change when you played the game? What did this add to the experience? How easy was it to "Break the Rules?"

It was extremely easy to "Break the Rules" because it said you were allowed to. this let my group make our game challenging, yet fun. we broke the rule that we had to sing in rounds.

Breaking the Rules is not really hard when you really want to. We changed the singing in rounds to singing as a group and beating a rhythm and finding which songs go with the rhythm.

What do you think about the idea of the Instructional, Science, and Expert videos associated with each game?

I think that would be a really good idea to make a instructions video but maybe you could do it with animation. Kids might like that more.

If you changed the rules, would you want to share a version of your modified game online for other kids to play? How hard would it be for you to write directions for your game and upload pictures/video? Would you want a parent's help for this step?

I wouldn't want to share an updated version online.

I don't think I would need a parents help but, yes I bet I can change the rules and share Music Improv with other schools.