

# octostudio Educator Guide Make a Mini Game



## Overview

Create your own games to communicate meaningful ideas about animals and their habitat.

In this activity, students will create games about animals navigating their habitat. They can help make creatures move around their environment, collect resources, and avoid obstacles.

### Age

7 and up

### Time

60 minutes

*The time and age range can be adapted to your own context*

## Learning Goals

- Develop problem-solving skills by creating a game about animals in their natural habitats
- Explore and share ideas about the natural world and its diverse creatures with empathy

## Related Curriculum Connections

This activity can relate to Natural Sciences, Mathematics, Sustainable Development Goals, and more.

## Activity Design

This activity was co-designed by the OctoStudio team at the **Lifelong Kindergarten Group**, **MIT Media Lab** and the **National Geographic Society**. You can use, adapt and translate this resource under the **Creative Commons license CC BY-NC-SA 4.0**.

## OctoStudio



This activity is designed to be used with OctoStudio, a coding app from MIT that works on mobile devices and Chromebooks.

OctoStudio is completely free, without any ads or in-app purchases, and it works without access to the internet.

To learn more, go to [octostudio.org](https://octostudio.org).



## Explorer Story

Hi, I'm Gibbs Kuguru!  
I'm a shark researcher  
and National Geographic  
Explorer from Kenya.  
I work in the Maldives.



Animate your Ideas was inspired by National Geographic Explorer Gibbs Kuguru.



