# Gaming for good

Design a humanitarian computer game using the United Nation's Global Goals

## The origins of gaming

The origins of the computer game date back to the 1950s, when scientists pioneering computer technology designed games as part of their research. The first arcade games were created in the 1970s, starting with Pong – a game where two players hit a white dot back and forth across the screen. From there, games with storylines were introduced in the 1980s and multi-player games started to boom in the 1990s.

## Time needed
### 45–60 minutes

**Badge**
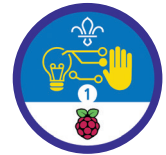
Raspberry Pi partners the Digital Maker Staged Activity Badge

**Partner**

🍓 Raspberry Pi

**Outcomes**
Your section will use their problem-solving skills and creativity to come up with a computer game concept that makes them think about using digital technology for the benefit of others. They will also understand the importance of making the rules clear, which is key when writing algorithms and code for computers.

**More information**
For more information and to download activity resources visit: **scouts.org.uk/raspberrypi**.

### Suitable for Cubs, Scouts and Explorers

## Design a computer game

**You will need** (per team)
- copies of the UN's 17 Global Goals
- paper
- pencils
- coloured pencils or pens

### Instructions

**1** If you are encouraging young people to go online to research any part of this activity, make sure you read the guidance first. Go to: **scouts.org.uk/staysafe**.

**2** Talk to your section about any (age appropriate) computer games they play and what they like about them. Discuss that computer games have provided entertainment for decades, but can also be used to solve problems and highlight global issues, such as poverty or access to clean water.

**3** Split the young people into small video game design teams and give each team a copy of the UN's 17 Global Goals. Ask them to select one of the goals. They will be coming up with a game concept to help solve or raise awareness of this goal.

**4** Each group must discuss and decide on the following:
- The humanitarian aim of the game – what must players achieve to win? (e.g. eliminating poverty or hunger.)
- What age range is the game for?
- Who will be the game's characters?
- Where will the game be set? Will there be special backgrounds or objects that need designing?
- What are the rules of the game? These need to be really clear, to make sure the game works.

**5** Once each group has decided on their design, ask them to draw their characters and the backgrounds, making sure the designs will appeal to the game's target age group. They can divide these between the members of the team.

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