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GRIDOPOLIS®

A 3D Tabletop Game & System



SEVEN BASIC PARTS. UNLIMITED CREATIVE PLAY!

LESSON PLAN 01

GAME-BASED LEARNING

This Lesson Plan is designed to aid educators in the classroom and/or home.

This guides you through the process of:

- How to set up the game
- Learning objectives
- Gameplay rules and tips
- Assessment definitions
- Next steps for educational applications

STEM



without SCREENS



The Gridopolis Mission



Our objective is to educate students through an open-ended tabletop game system that maximizes creative play, learning potential, and social interaction with zero limitations.



Gridopolis is modular and flexible, which means players can build a wide variety of board designs called 'grid-sets' while still using the same rules they already know.



Later, in Lesson Plan #2, players are guided through our six-step game design process. This includes building new grid-sets, developing new rules, and testing gameplay mechanics.



Time allocation



Organize students into a 'play group' of either two or four. Four players can play individually or form two teams.



Should there be an odd number of students, they can be the judge. They will be in charge of interpreting rules and moderating the activity.



The activity typically runs from 30 to 90 minutes. The total will depend on the educator's preference and number of students participating. Less time will be needed for those who have previously played.



Required Materials



One Gridopolis game box has 217 parts, so there are plenty of options for almost any activity!

Items in the box include:



- Instruction manual
- One die
- Seven types of parts
 - Three parts for building: the pad, link, and post
 - The markers: playing pieces that move, jump, and capture
 - Three nodes for modifying pads: the kingrizer, teleporter, and blocker-box



Therapeutic Objectives



The student will practice recognizing basic shapes, colors and methods of assembly.

Skills to be addressed:



- Shape and color sorting
- Counting
- Turn-taking
- Visual and visual spatial skills
- Divergent [abstract] thinking
- Selective and sustained attention
- Motor control
- Memory and reasoning

This category includes recreational therapy, occupational therapy, special education, early childhood education, post traumatic injury [TBI], and dementia therapy.



Knowledge Objectives



Students will practice planning, moving, and strategizing in three dimensions.

Skills to be addressed:



- Strategy
- Creativity
- Visualization in 2D and 3D
- Critical thinking
- Logic
- Planning



Two of my children have developmental delays – fine motor skills and gross motor planning being the most significant. Gridopolis was a great fit for their needs.



Behavioral Objectives



Students collaborate as they master the rules and play the game, whether individually or on teams.

Skills to be addressed:



- Socialization
- Concentration
- Communication
- Cooperation / Collaboration





Assign the Teams



The instructor should help select whether the playing group is one of the following options:

- Two players
- Four players
- Four players with two teams of two.



If time is an issue, play a timed game and track the score using our point system detailed in the instruction manual.



If there is time for a second game, have the students switch teams to maximize the experience.



Build the Game Grid-Set



Depending on the group size or the student's skill level, the grid-set is different. Build the correct design.



The orange pads are the fundamental 'building block' of the game system. Start by connecting them to the silver link pieces. Build a whole 'floor' section at once.

Connect four posts to the under-side of the links. Place the kingerizers and teleporters as shown in the instruction manual.

Finally, give each player their ten additional building pieces.



And, remember – at any time you can **move** or **build**!



Explain the Rules



One way to introduce the game is to show our 'How Gridopolis Works' [video](#). You can also show images of the entire game already constructed.

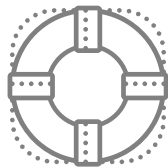


The instructor can also share the 'Quick Start Guide,' a one-page overview. This highlights the basic features quickly and may help some students with the new concepts.



Otherwise, the instructions contain all of the necessary information to build and play in 3D.

The grid-set can increase or decrease in complexity **and** number of rules, depending on the cognitive level of the players.



Assistance During Game

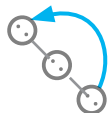


Students who have not played Gridopolis previously may require assistance. It is recommended that the instructor monitor the beginning of a game and offer corrections if needed.



The most common area of confusion is capturing an opponent in three dimensions. The **jumping rule** is always the same, but can be tricky to visualize.

JUMPING RULE : for capturing opponents



You must travel in a straight line consisting of three points: the starting pad, your opponent's pad, and the landing pad. This can happen on any level or at any angle. Note: no 90° turns are allowed.



Review and Reflect



After a game is completed, ask students about the experience of playing a strategy game in three dimensions. Use these questions to get started:

What are examples of things that have different dimensions?

- 1 dimension [line, string]
- 2 dimensions [window, paper]
- 3 dimensions [box, apple, house]



How is a three-dimensional game more challenging than a two-dimensional game? How is it easier? Encourage students to explain their reasoning.



Brainstorming



After the review session, engage students by asking them to think about games and building in three-dimensional space.

Now that they have played on one grid-set, do they think they could play on another grid-set with the same rules?



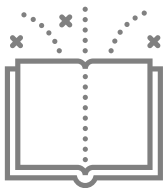
Can they think of other ways to re-design the grid-set? Can they draw these ideas or build them?

What games or activities are 2D?
[Drawing, Etch-A-Sketch]

What games are 3D?
[Lego, Jenga, K'Nex]

What games combine the two?
[Connect Four, Mousetrap]

BACKGROUND & FOLLOW UP



The Gridopolis Story



Gridopolis is a different kind of game company.



The original, simple idea to make a 3D strategy game has evolved into a robust system of new games **and** game-playing methods.



The game that exists today is the result of a three-year design, development, and user testing effort. That effort is still ongoing and will continue.



If you are interested in expanding the use of Gridopolis in a learning environment, please reach out.



Connect with Gridopolis



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