

How to Build a Human Card Game Challenge **Workshop Guide**

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1. Introduction to the challenge

Little Inventors workshops allow students to express the far reaches of their imagination. To inspire students to think up and create original, ingenious, funny, fantastical or perfectly practical invention ideas. There are no limits!

The How to Build a Human Card Game Challenge offers a creative approach to learning about the human body and the incredible far reaching benefits of the Human Cell Atlas (HCA) project. Developed with the Sanger Institute in partnership with Heayes Design, a toy and games design consultancy with an impressive portfolio creating world class games and toys for companies such as Hasbro and Disney. The How to Build a Human Card Game Challenge offers a fresh way to learn about cells and why the Human Cell Atlas project matters and about how to design and develop your own card game.

Inspired and guided by scientists and expert game designer Richard Heayes, students will be able to design and submit their own human cell inspired game designs to the challenge microsite hca.littleinventors.org where they will be reviewed by Heayes Design, HCA researchers and the Little Inventors team. Together the partners will be looking to choose a team favourite that will be turned into a printed card game. The winners will be invited to speak with Heayes Design to help develop the game into a real working product.

The resources have been designed for students age 11 to 14 years old to stretch their imagination and creativity whilst introducing topics around the Human Cell Atlas and what different tissues and cells do within the body. The resource pack includes:

- The challenge presentation in powerpoint and pdf versions with video introductions from Little Inventors, Wellcome Trust Sanger Institute and Heayes Design
- The presentation includes teaching about the basic of the Human Cell Atlas and game design
- Tissue fact sheets put together by HCA researchers
- Idea generation sheets
- Entry sheets

- Additional teaching about the HCA with powerpoint slides, including videos and a card-based activity teaching students about cells, genes and the HCA.

You can choose the content you think is most appropriate to support your lesson, depending on how much time you have to deliver your workshop and the age of your students.

2. Running the workshop

The workshop is designed to be easily broken down into parts so that you can fit it into your teaching schedule in the best way possible. It is also designed to be self-explanatory so that students could complete it at home in their own time if required. However this is the structure we suggest -

Part 1 - Learn about the Human Cell Atlas

Approx. 45 mins - 1 hour

02_How to Build a Human Card Game Challenge Presentation

- Introduction to the challenge and Little Inventors (slide 1 - 5)
- Learn about the Human Cell Atlas (slides 6 - 17)

Extended teaching about the Human Cell Atlas is available for more advanced year groups in the folder **05_How to Build a Human Additional Teaching**.

Additional videos from HCA researchers are available on the Little Inventors dedicated youtube playlist - <https://www.youtube.com/playlist?list=PLUnDzMRpMbltdt8WP2PQo2kuRfsLj4YnW8>

Part 2 - Design the card game

Approx. 1 hour, although we recommend giving more time for game design after the lesson if possible

02_How to Build a Human Card Game Challenge Presentation Part 2

- Introduction to game design by Richard Heayes (slide 19)
- Learn how to design a fun and original card game (slides 20 - 25)
- Additional FAQ slides available to help answer questions (slide 28 - 30)
- Divide into teams using the team working guide to help (slide 31 - 32)

Design your card game using the sheets provided. Idea generation sheets are optional but will help guide the design process. The entry sheets must be completed. These are the sheets that will be used to select the winning game design so it is important to emphasise that these need to be filled out neatly.

3. How to submit the entries

Visit hca.littleinventors.org click the yellow 'Upload here' button and start to upload the Entry Pack.

First you should upload the box design sheet, followed by the card design sheets and then the text sheet that explains the concept of the card game. It's important all of the sheets are uploaded making sure nothing is cut off in the image and it's nice and clear and bright. You can upload additional sheets if necessary.

Fill out the form including school name and a short description of the game.

4. Giving feedback before and after your workshop experience (and get 2 chances to win £100 in vouchers!)

We would really appreciate your feedback on how you found this workshop in order for us to improve this challenge for future schools.

Please complete the following very short questionnaires before and after the workshop. We would also love to hear from the students about their experience so please kindly ask them to complete the short student post-workshop questionnaire.

Teacher pre-workshop questionnaire (Teacher Q1):

<https://www.helixsurveys.co.uk/surveys/index.php/944499?lang=en>

Teacher post-workshop questionnaire (Teacher Q2):

<https://www.helixsurveys.co.uk/surveys/index.php/224573?lang=en>

Student post-workshop questionnaire (Student Q2)

<https://forms.gle/JhDhTShgTP84PYPH8>