Creating Rules

Home Learning Guide to Lesson Pack 001

Welcome to the Home Learning resources for *Checkpoint Kids*. For the 04 August issue we are offering you the opportunity to create a new character for your favourite game.

Before you begin the activities on this page, why not look back at pages 13 to 18 of the magazine and see the wonderful characters created by students at Cooper and Jordan Primary School?

Ready? Let's begin...

FUN FACT: Did you know that when animals behave like humans in stories or games it is called anthropomorphism? Can you think of any other stories or games that do this?

1. Research

DID YOU know that Naoto Ohshima, the man who originally designed Sonic, used two existing characters to influence his design?

- Type 'Felix the Cat' into your search bar and select images.
- Now open another window and type 'Mickey Mouse' into your search bar and select images.
- Notice how similar Sonic is to these two characters.
- You might like to print out the images and label them with the similarities.
  Look at Sonic's white gloves, or the size of his head compared to his body.

THIS means you do not have to invent a totally new character. You could take ideas from different characters that already exist and combine them.

- Finally, type 'hedgehog' into your search bar, select images and see which parts of a hedgehog Ohshima used in his final design for Sonic.
- What animal would you base a new character on?
  Remember to research the animal first to see what its main characteristics are. What would a character based on a giraffe have to include?
  How about a spider?

HELPFUL HINT: On the search bar below 'images' you can select 'drawing' or 'drawing tutorial' to help you identify an animal's main shape.

2. Plan

PLANNING is really about deciding what you want to do and how you are going to do it. You might want to design an entirely new character, or create one that fits an existing game.

IF YOU want to design an entirely new character, here are some tips to help you plan just how to do it.

- Once you have thought about the kinds of rules you would like to set, you need to check that they are realistic and fair to everyone
- Think about the types of game you really enjoy playing. This issue of *Checkpoint KIDS* has been all about platformers so you might want to think about the games that are featured.
- What sort of world would your game be set in? What would a character have to be able to do to succeed there?
- Think about your favourite characters in the games you play. What do they look like? What kinds of things to they do? What special abilities do they have? You might want to look very closely at an image of your favourite character and see how their design matches how they behave. Sonic wears sports trainers on his oversized feet – maybe this is why he can run so fast. Also, his shoes are red, which is a colour traditionally used for sports cars, or fictional space rockets.
- Sonic is an animal that behaves like a human – this is called **anthropomorphism**. One of the reasons that Sonic is a hedgehog is so he can curl up into a ball during game play.
- You will need to think carefully about the clothes your character will wear, and the kind of equipment they should have to suit the worlds they will encounter.
- Use the design sheet HLP001WS1 to help you design your character.
- Remember, this is your chance to design a character for yourself. It can be whatever you want it to be. You decide…

3. Create

THIS IS where you design your character. There are lots of ways to do this:
- use coloured pencils or paint and paper
- use a drawing app
- make a 3d model using modelling clay
- use plastic building blocks
- use fabric or any other materials that inspire you – a good source of inspiration is animation. Type 'stop motion animation models' into your search bar and select 'images'

ONCE YOU have created your character, complete a fact file HLP001WS2 that explains who it is and why you made the decisions you did.

IF YOU would prefer to describe your new character instead, why not? Make sure you include lots of detail and explain what your thinking was. There's no need to write, you can record your ideas if you prefer.

4. Share

NOW ALL you need to do is get an adult to complete a **permission slip** and email your rules to the magazine! We would love to see how creative you can be and who knows, you might even be published in a future edition of *Checkpoint KIDS*! Remember, we accept VCs, drawings, recordings and images.