

Playtest Notes

WEEK 12 • NOVEMBER 12 • ROUND 1 • I PLAYED SOMEONE ELSE'S GAME

Tester – me _____ Designer – whose game _____

What worked

What confused me

One idea – just one

Grades 3–5: a tally mark every time I got stuck

Say what you saw. The designer decides the fix. Then hand this to the designer.

✂ cut here

Playtest Notes

WEEK 12 • NOVEMBER 12 • ROUND 2 • I PLAYED SOMEONE ELSE'S GAME

Tester – me _____ Designer – whose game _____

What worked

What confused me

One idea – just one

Grades 3–5: a tally mark every time I got stuck

Say what you saw. The designer decides the fix. Then hand this to the designer.

What I Saw, and What I'll Change

WEEK 12 • NOVEMBER 12 • BACK • MY OWN GAME • MAKING GAMES IN THE AGE OF AI • FALL 2026

Name _____ Date _____ Grade _____ Class _____

Someone plays your game. You don't say one word.

If they're confused, that's data – not a moment to rescue them. Write what they do: where they paused, what they clicked, where they got stuck.

Round 1 • what I saw

Round 2 • what I saw

Two people played your game. What will you change?

Read both sheets they gave you. What happened more than once? Fix what they did, not just what they said.

1 _____

2 _____

3 _____

4 _____

5 _____

KEY WORD

Playtest – Watching a real person play your game without helping them.

KEEP THIS • GRADED Both sheets you were handed, and this list, are the proof for C3 and C2. The sheets you wrote for two other people are your C1.

Grades 3–5: count the stuck spots, then write one thing to change. **Grades 10–12:** put the list in order – the change that matters most goes first.