

Cardboard Carnival Activity—Directions

Caine Monroy was a nine-year-old who was inspired by what was around him and by the games he liked to play. He built his arcade one step at a time. This activity is based on the Caine's Arcade video (<http://cainesarcade.com>). Caine created an arcade out of discarded cardboard boxes at his dad's auto parts shop, and you see that Caine is an aspiring engineer. At one point in the video, Caine tests his prototype of a foosball game and finds out customers think it is too easy. He beefs up the teams (by adding more plastic army men) in response to the feedback. Caine is modifying to optimize.

You will have a chance to take a first step by building a mini game (sometimes called a scale model, prototype, or mock-up) with some simple materials and the most important tool you have: your imagination. Let the game building begin!

Materials:

- Two pieces of cardboard or foam core (approximately 10 x 10 inches)
- Six inches of duct tape
- Scissors
- Ruler
- Markers
- Five pieces from this list: an assortment of paper clips, binder clips, poster pins, pipe cleaners, straws, toothpicks, and other small objects

Directions

These are your directions.

1. Do some planning with your team. What games do you like? What kind of model do you think you can build with the materials?
2. When your teacher says it is time, send two people to get the materials.
3. Spend fifteen minutes creating your Cardboard Carnival mini game.
4. Each team will pick a person who can present the mini game in one or two minutes and get everyone excited about it.
5. After everyone shares, take a few minutes to think of items or changes (modifications) that would make a larger-scale model better. Sketch on the back of this paper and describe your modifications.

Imagination. (n.d.). Kick off your global cardboard challenge. Accessed at <https://cardboardchallenge.com> on September 13, 2018.