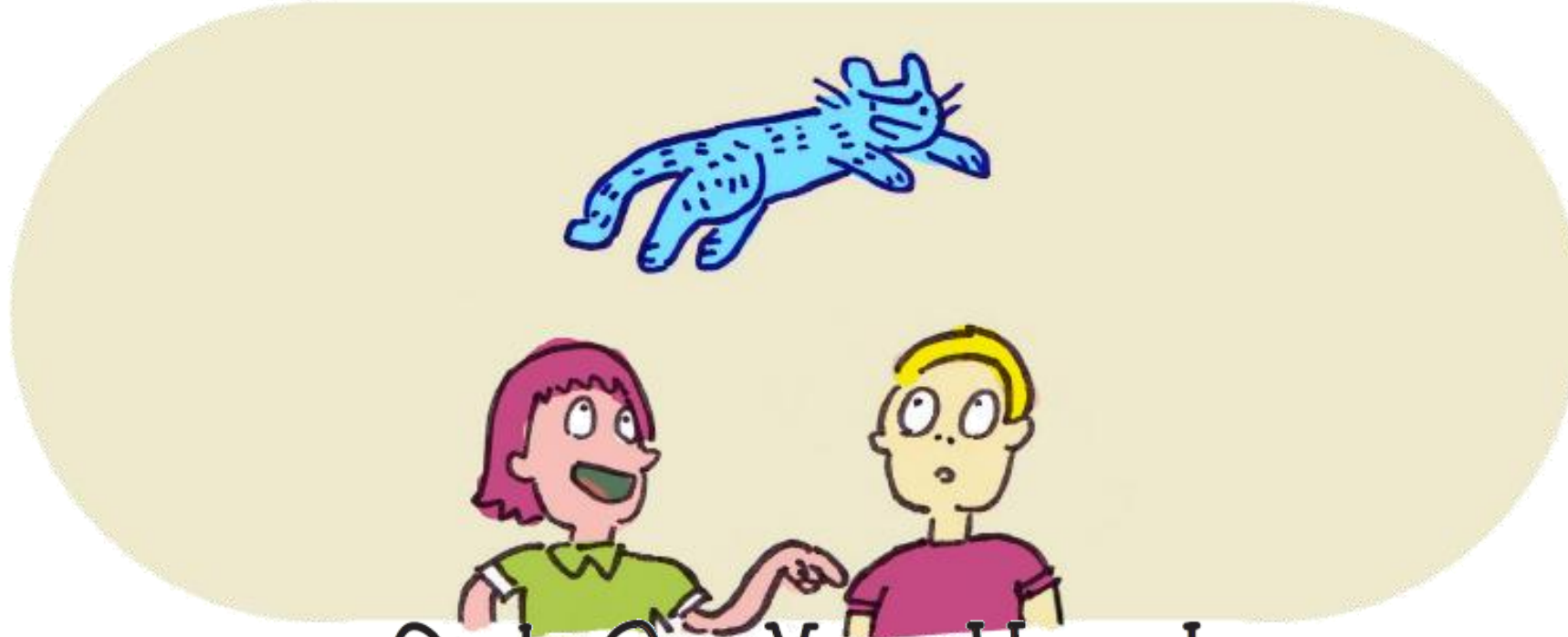# How to play Cat on Yer Head.

Teaching Game Design

Let's play a game.

Everyone, make sure you are within arms reach of at least two other people.

Cat On Yer Head

Here's how we play.

One player starts with the **cat** on their head and on the other side of the room another player starts with a **mouse** on their head

Here's how we play.

The player with the cat repeats the word "cat" loudly

The cat moves when the player passes it on by tapping the shoulder of their neighbour

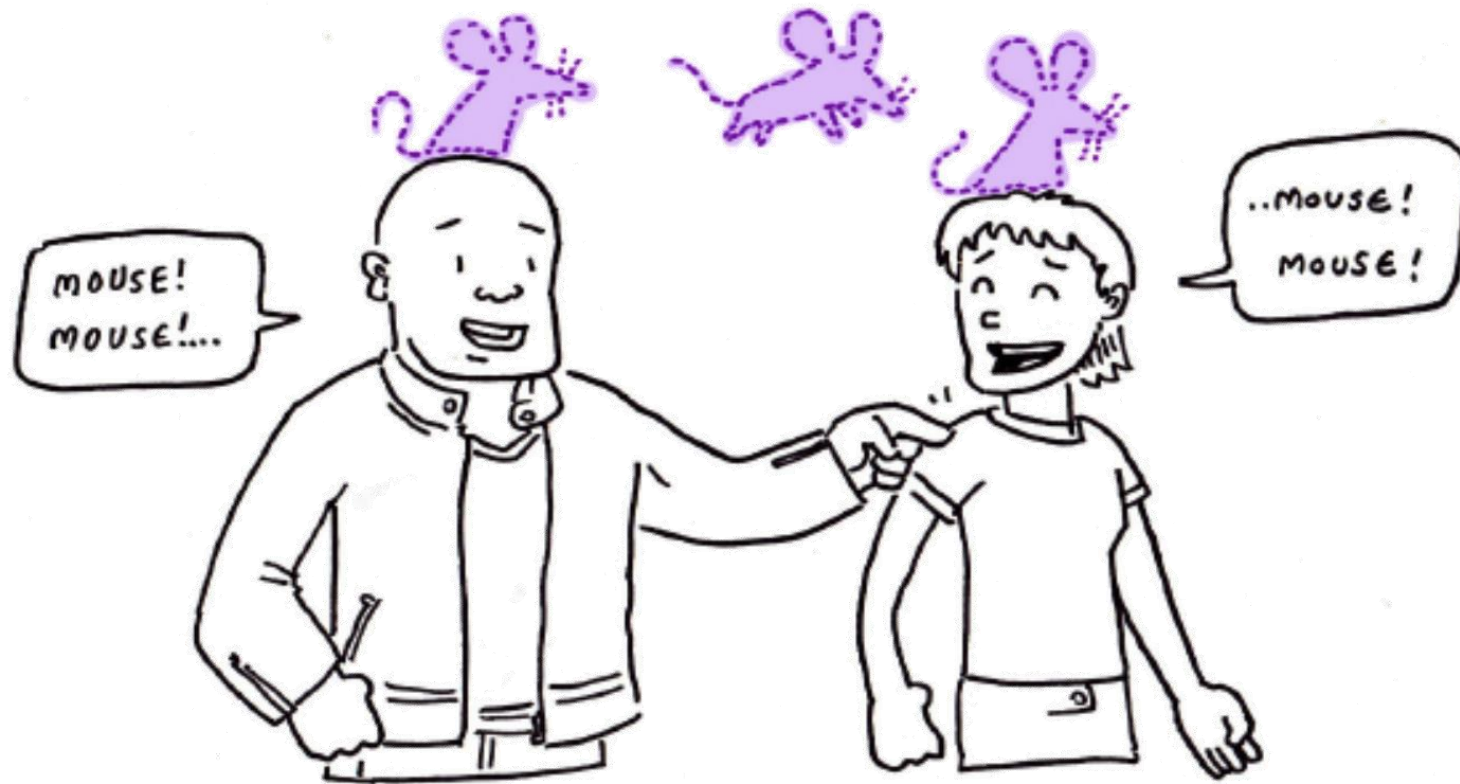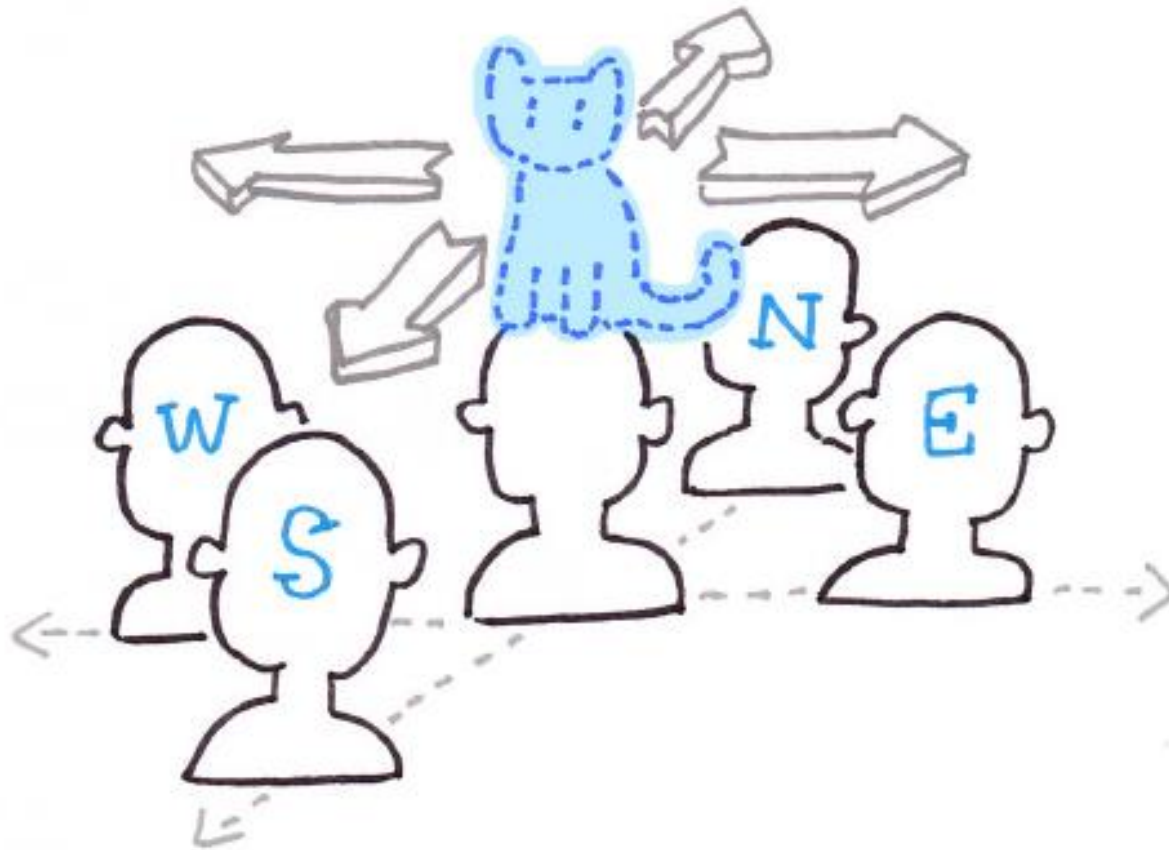The next player now repeats "cat" loudly

Here's how we play.

The mouse moves in the same way

Here's how we play.

Cat & mouse can both move in any direction…

Here's how we play.

If the cat catches the mouse before the time runs out then the cat wins. Otherwise if the mouse survives, then the mouse has won!

Let's Play.

Times Up!

Have a think...

Cat On Yer Head teaches you key principles about games design. What do you think these are?

Hint: Think about the activity you have just done, what does it have in common with a computer game?

Teaching Game Design Principles.

Game Character

Most games have a key character

Game Mechanics

There are rules to play every game

Protagonist / antagonist

Also known as 'hero/heroine' and 'villain/enemy'

End Game State

How does the game end?

Who wins?

What must the characters do to win?

Iterative Design

Playing again, and adding more features

Teaching Games Development.
Links to Industry.

Cat On Yer Head is a game that was originally developed by Playniac in order to teach game development principles to young talent. Digital Schoolhouse took the original idea and developed teachers guidance and lesson materials to support the game so that it can be used to engage pupils of all ages in the classroom.