

Israel Entrepreneurship Week

Fit for: Computer Science Class

Topic: Creating games about various high-tech fields

Preparation

No physical preparation is needed – the learning module is available within the app: [Link to Learning Module](#)

Goals

To give students hands-on experience in the roles of Product Manager (PM) and Developer. Students will take complex concepts from the Israeli high-tech ecosystem—such as AgroTech and FinTech—and explain them to young children through a simple, fun, and interactive game they will build using the Gemini Canvas platform.

Instructions

1. Divide the class into groups of three.
2. Each group chooses a high-tech sector that interests them from the module.

The groups will create a game explaining their chosen field by following these steps:

Phase 1: Research

Students will scan the module and learn about fields such as Smart Agriculture (AgroTech), Financial Technology (FinTech), or Education Technology (EdTech).

Phase 2: Ideation & Characterization

Each group defines their "Core Message": What is the one thing they want a 1st grader to understand?

Here is an example for AgroTech:

We can explain that in the past, a farmer had to check every single plant. Today, tiny computers in the soil or cameras in the sky (drones) tell him: "This plant is thirsty" or "This plant is cold."

- Game Concept: "The Talking Farm" – The player manages a farm and must respond to "messages" popping up from the plants (e.g., "I need water!") by clicking the correct technology buttons.
- *Live Example:* [AgroTech Game Example](#)

Here is another example for FoodTech:

High-tech food isn't just a "robot chef." It's scientists finding ways to produce cheese or meat without milking cows or raising animals, to protect our planet.

- Game Concept: "The Future Shake Lab" – The player "assembles" food from tiny particles (cells) to build a burger or cheese without harming any animals.

Phase 3: Development with Gemini Canvas

Students will write prompts for Gemini to generate their game. Using Gemini Canvas, they can create various types of games: trivia, matching pairs, short missions, or character-based adventures.

- Important: Remind them to ensure the language and design are "kid-friendly."
- Level Up! After Gemini generates the initial game, encourage students to improve it: add a scoring system, levels of difficulty, or better graphics.

Phase 4: Playtest (User Testing)

Conduct a testing round in class. Students play each other's games to find "bugs" in the game logic before the official "Launch."

- The Launch: Once finalized, share the game links via WhatsApp or school platforms with students from younger grades!