ABC's of Technology • A+ Techucation

G — Game Controller

Explore how buttons and controls send instructions.

LEARN & DO

1 **Find the controls**

Buttons, sticks and direction pads.

2 **Map an action**

What does each control do?

3 **Design a new button**

Invent a helpful game control.

DRAW / LABEL

Design your own game controller and label three controls.

TALK ABOUT IT

- What buttons or controls help a player move?
- How can games teach problem solving?

Use with a parent, guardian, teacher, or other grown-up.