

# ART AND WRITING

Myths are full of heroes, villains, and adventure. What better way to tell a myth than with a video game? Below you will break down a myth into individual parts and then retell it as a game.

Once you have outlined the game, visit **Gamestar Mechanic** to build your game! To begin, fill in the spaces below.

NAME OF MYTH:

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MAIN CHARACTERS:

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SETTING:

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CONFLICTS AND CHALLENGES:

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CHARACTERS' GOALS:

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IMPORTANT INDIVIDUAL ACTIONS:

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SEQUENCE OF EVENTS:

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CLIMAX OR CONCLUSION:

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MESSAGE OR MORAL:

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**NOW YOU'RE READY TO BUILD YOUR GAME!**

Brainstorm how the above elements could be turned into a game. Then go to **Gamestar Mechanic** ([www.gamestarmechanic.com](http://www.gamestarmechanic.com)) to turn your myth into a game.



Submit your video game designs to the **Scholastic Art & Writing Awards** at [www.artandwriting.org](http://www.artandwriting.org) for the chance to win scholarships and awards!