

Build a classroom game in Lovable: the quick guide

Everything you need to turn one economics concept into a game or simulation your students can play tomorrow. Two pages, no code.

Start here: free extra credits

Sign up with my invite link and you get 10 extra credits to build your first game:

lovable.dev/invite/R27A27R

Free plan: 5 credits a day, up to 30 a month. Teachers with a school email get 50% off Pro for up to 12 months: lovable.dev/students.

Disclosure: I'm a Lovable Ambassador and this is my referral link.



Scan to sign up

1 Decide before you prompt

Most wasted credits come from prompting too early. Answer four questions first:

- **Concept:** which idea do your students get wrong? Start from that misconception.
- **Players:** grade level, teams or solo, phones or the projector.
- **Decision:** what does a player decide on each turn? That decision should be the economics.
- **Debrief:** what should students be able to explain when the game ends?

2 Load your design rules once

Paste this into your project's **Project knowledge**, so every prompt follows it:

Classroom game rules: Points start at 0 and only go up. Teams, never individual rankings. Offer two paths to the same goal. The game mechanic is the economic concept itself. Give instant feedback with a one-sentence explanation. Never collect student names, grades or photos. Large, high-contrast text for a projector; it must also work on phones.

3 Write the first prompt as a story

Say who plays, what they decide, what they see and what you do not want. Use your real content, not placeholders. Two starters:

A REVIEW GAME

I teach economics to [grade]. Build a projector game called "Shortage or Surplus?". Teams of 4–5 take turns. Each turn shows one market scenario in large text with a 45-second timer and three buttons: Shortage, Surplus, No change. After each answer, show the correct answer and a one-sentence explanation. Team points start at 0 and only go up. At the end, list the scenarios teams missed. My scenarios, one per line with the answer: [paste]. No login, no student names.

A SIMULATION

Build a one-screen simulation of a price ceiling in the market for [apartments in a college town]. Before students touch anything, ask them to predict what happens. Then show demand and supply curves with a slider for the ceiling. As the slider moves, show quantity demanded, quantity supplied, the shortage and the deadweight loss, with one line explaining what changed. Large type; works on phones.

4 Build in small loops

1. **Plan mode first.** Ask it to propose a plan and questions before it writes any code.
2. **One change per prompt, then check.** Say where, what, and what not to touch: “Add a team-name screen before the game. Don’t change anything else.”
3. **Small fixes in the preview.** Select an element to edit its text, instead of spending a prompt.
4. **If it breaks, investigate first.** In Plan mode: “Find the cause of this before changing any code.” Version history takes you back to any earlier version.

5 Before you share the link

- **Check the economics:** play every scenario and verify every number and curve.
- **Protect students:** a published app is a public link. No names, grades or photos.
- **Under 18:** Lovable requires users to be 18 or have a parent’s permission. For grades 6–12, imagi Edu offers free, anonymous classroom accounts: lovable.dev/classroom.
- **Test where you will use it:** on a phone and on the projector. Then press Publish and share the link or its QR code.

6 Make it count: the debrief

The game is not the lesson; the debrief is. **Predict, play, explain.** Then ask three questions: What did you predict, and what happened? Why did the outcome land there? Who gained, who lost, and what was left on the table? Students learn far more from a classroom experiment when they also write a short explanation of it.

Questions or ideas? Florencia@florenciagabriele.com · Workshops and resources: florenciagabriele.com · AI newsletter for educators: newsletter.iatoday.ai