Game Project

Objective: Students will create a board game that summarizes and educates the players on any topics we have covered this year. Supplies will be provided (paper, markers, crayons, scissors) if needed. However, students must create their own game pieces. Projects will be completed at home. I will provide two days of class time simply for artistic touch-ups. You may work with one partner with parental permission. However, most of the work will be done outside of class, so you must coordinate this with them. Projects are due May 27th. This is your final exam grade.

1. Plan the game

* Suggested playing time 15-30 minutes.
* Determine a topic for your game
* Title
* Define the purpose
* Dice or spinner?
* Design playing pieces
* Good luck/bad luck cards?
* Question cards or something else with questions?
* Answer key, cards, or booklet- with easy access?
* Think about Rules required
* Create an idea for a playing board and draw a rough draft
* Think of ideas for packaging (bag, box, pouch, folding game board with pockets)

1. Create the game

40-80 question cards required . Also, create some theme based chance cards or something to make it interesting. There must be answers somewhere to question cards.

Add illustrations and design to the game design

Make playing pieces

Create a game package (look at an example of a game package)

Write rules and directions and answer the following questions

1. What is the object of this game? (dual purpose- learning and objective)
2. Two goes first? Second? Third?
3. How do players move around the board?
4. What do players do when the land on a place?
5. Who checks the answers in the answer booklet or key or back of the card?
6. What happens if a player answers a question correctly? Incorrectly?
7. When is the game over?
8. How do you determine who wins the game?