

Designing a Board Game

My partner is:

My chapter is: _____

You will design your own board game that will include reviewing for different time periods that we have already learned about (Mesopotamia through all of Renaissance, including ancient Egypt and Islamic art)

You have TOTAL CREATIVE FREEDOM (almost)!

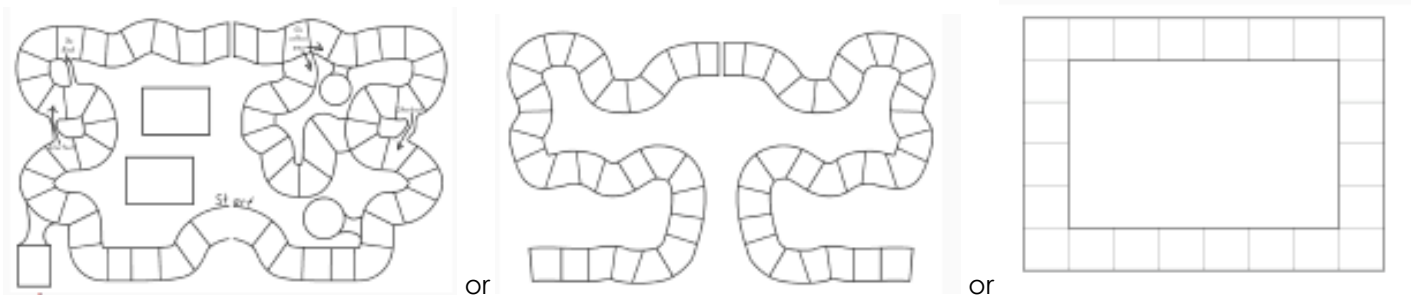


Check out some of these board games for ideas! <http://bit.ly/T5l98e>

1. Design a game based on a chapter of study (will be chosen at random)

- Think of all the types of games you've played to use as inspiration (Pictionary, Candyland, Cranium, Chutes and Ladders, Risk, Don't Spill the Beans, Apples 2 Apples, Monopoly, The Game of Things...etc.) Pick and choose aspects of these games that you like and maybe incorporate them into your game.
 - Materials to use: Foam board, poster board, paint, markers, construction paper.

2. Decide on the type of game you want to design. What do you want the board to look like?



Your board does not have to look anything like this. These are just suggestions.

3. Make up questions that relate to your chapter. TYPE them neatly on 3" X 5" index cards cut in half. Divide your questions equally between FACT or OPINION (or other information that you and your partner have decided on). Must create AT LEAST 25 cards. They should be an appropriate level of difficulty.

- How you use these question cards to progress the game is totally up to you. Factual questions must have the answer written on the card.

3. Create markers for players to move along the board. Can be "ready-made"!

4. Include the basics for the game such as;

- Rules and Objectives
 - all cards, dice or spinner (if needed), markers, board, additional necessities specific to your game.
 - Set up- What do the players need to do to start playing? How do the players decide who takes the first turn?
5. **Has a box** for storage. Everything, including the board, markers, pencils, pads of paper, directions, and cards, all need to fit neatly into a box or package. The box needs to be neat and professional looking as possible. Needs to have an attractive/interesting/fun look to it. It should grab people's attention to make them want to play your game!

Questions to ask yourselves:

- How much of the game is left to chance (dice/spinner) and how much is controlled by the players?
 - What sort of obstacles do the players have to deal with?
- What kind of shortcuts or setbacks do players have? (ex. Jump a head 2 squares.)
- Do players need to reach a number of points or simply reach the "finish line"?

RUBRIC

	A 20-19 points	B 18-16 points	C 15-14 points	D 13-12 points	Below 12 points
Design and Creativity (including Craftsmanship)	Everything is <u>neatly</u> created and directions were followed completely. Your box is attractive and eye-catching	Game board is excellent but some parts are a little sloppy. Still eye catching and follows most directions.	Game board is complete but some parts may be missing, incomplete, or messy.	Most of the directions were ignored. The board is messy/sloppy. Too much use of glue. Hardly anything is typed.	There is a game but it's sloppy, not typed, glue is still wet, parts missing, unattractive. Little to no effort was given.
Questions	There are at least 25 questions and answers, and they were incorporated in a fun way.	A few (1-2) questions have errors or are missing.	Some questions are missing or one could play the game without the use of questions.	Half of the questions are missing or hardly used in the game. The questions are factually incorrect.	Many questions are incorrect or missing to play the game.
Format and Purpose	The purpose of the game relates directly to the chapter/time period and represents the theme.	The purpose closely relates to the chapter/time period and somewhat represents the theme.	The purpose partially relates to the chapter/time period but doesn't really represent the theme.	The purpose slightly relates to the chapter/time period but does not represent a theme.	It is unclear what the purpose of the game is.
Directions	Directions make is perfectly clear how to play the game. They are neatly typed with minimal grammatical errors.	Directions are typed but have minor grammatical errors. They may be unclear in steps.	There are many errors and it is unclear how to play the game without the creators present. A few steps could be added to make rules more clear.	Game is too simple and questions are too easily answer. Vice versa. Directions don't make any sense.	Complete revision is needed. Steps are missing, it is unclear how to play the game.
Content and Difficulty	Questions and rules of play are of an appropriate level- not too easy or difficult.	Rules of play are appropriate but some questions may be too difficult or too easy. Vice versa.	Game is too simple for high school and questions are too easy. Rules of play are too easy or too difficult. (not fun to play)	Game is way too simple (a 1 st graders could play it) and the content is too easy. Vice versa.	Game is totally inappropriate for high school. Content is missing/incorrect.

An additional 50 points will be added as a peer review!

Total points: 150

Chapter 2: Near East

Chapter 3: Egypt

Chapter 4: Aegean

Chapter 5: Greece

Chapter 9: Etruscan

Chapter 10: Rome

Chapter 11: Late Antiquity

Chapter 12: Byzantine

Chapter 13: Islamic

Chapter 16: Early Medieval

Chapter 17: Romanesque

Chapter 18: Gothic Architecture

Chapter 19: 14th c. Italian Art

Chapter 20: 15th c. N. European Art

Chapter 21: 15th c. Italian Art

Chapter 22: High Renaissance

Chapter 23: 16th c. N. European Art

