

## CREATE A BOARD GAME PROJECT

GROUP MEMBERS: \_\_\_\_\_

TOPIC: \_\_\_\_\_

### DIRECTIONS:

1. Students will work in groups of 3 or 4 to research, design, and create a board game based on information learned in Semester 1 of World History.
2. Use cardboard, legal sized file folders or poster board for the game board. (No wood)
3. Decorate the board with art that relates to the topic assigned.
4. The game must have a START and FINISH box connected by at least a 22-space path.
5. Research and write at least 25 questions that relate to the topic. Print them neatly on 3" x 5" index cards cut in half. Number your cards.
6. On a sheet of paper, write the answers to your questions. The answers must be numbered to correspond with your index cards. Label this paper ANSWERS.
7. Make up and write the rules / directions for the game.
8. Make a list of all the parts included in the game.
9. Play the game through once and correct parts of your game as needed.
10. Students will pick a map from the Osher Map Library to create as a background for their game. The map MUST tie in to their topic.
11. Questions for the game MUST also be tied to the maps picked for their background for the boardgame.
12. Designs and colors from the maps MUST be similar to what is placed on the boardgame.

### SUGGESTED MATERIALS:

- File folder, cardboard, or poster board
- Index Cards
- Glue
- Scissor
- Markers / colored pencils
- Dicé or spinner
- Playing pieces (corks, bottle tops, tokens)
- Paper for questions and answer sheet

### THINGS TO CONSIDER:

1. **Player interaction:** When playing the game are there consequences of certain actions that affect the other players in the game too? For example, will items be traded during the game?
2. **Decision-making:** In addition to answering questions, will the game be dependent on luck (ex. roll of the dice as in snakes and ladders) or will it be dependent on decisions made by the players. What are the penalties for wrong answers?
3. **Pace of the game:** A good game moves along at a fairly quick pace. Players have more fun in games if their turn comes round frequently!
4. **Rules:** Every game must have rules set out that define the way the game is played, who wins and any activities within the game.
5. **Design:** Board games should reflect the map/maps that the student or group chose as a background for the game.

In order to fairly provide winners for the project, the following criteria must be met. Please rate from 1 (lowest) to 5 (best) in the following areas. The highest overall scores will create the winners.

Group/individual name:

Game Name:

Quality of Questions

1      2      3      4      5

Neatness

1      2      3      4      5

Clear Directions

1      2      3      4      5

Content and Difficulty

1      2      3      4      5

Playability and Fun Factor

1      2      3      4      5

Creativity

1      2      3      4      5

Overall

1      2      3      4      5