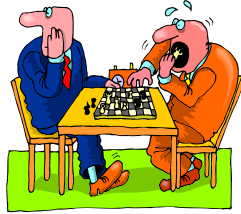


GAME BOARD PROJECT



J. Shaulis '93

- 1.) Select topic.
- 2.) Research your topic and write 20 good questions about it. Include the answers. Use these type of questions: short answers, fill in the blank, or multiple choice of A., B., C., or D. Do not use true / false or yes / no responses.
- 3.) Write your questions and answers onto cards. Use just one side. (3 X 5 index cards cut in half work great.)
- 4.) Now design a game board with 25 to 35 spaces. Make each space large enough for the game pieces. (Refer to #6 below.) Include one consequence and one reward for every 10 spaces. Make them reasonable. (Don't have "Go back to start" at the end of the game, etc.)

Examples:

Consequences:

Go back to start.

Go back five spaces.

You lose a turn.

Rewards:

Move another player back five spaces.

Go ahead five spaces.

Take an extra turn.

- 5.) Make up the rules to your game. It will be played using one die. Two, three, or four should be able to play. Print rules onto a card for reference. Here are some possibilities:
 - Highest roll goes first.**
 - Must answer a question correctly to roll a die.**
 - Must finish with an exact roll to win. (This keeps the game competitive.)**

- 6.) Create or find things that can be used as game pieces. You will need four. Some common things students have used in the past are: buttons, pebbles, caps from old markers, discarded pieces from another game, etc.

- 7.) Now find someone to challenge. Have fun!

GAMEBOARD PROJECT
RUBRIC

Student: _____ / ____ / ____

	<u>Pts.</u>
1. 20 good questions (mult. choice, fill in blank, &/or short answer)	_____ (20)
2. Answers included w/ questions	_____ (20)
3. 25 – 35 spaces w/ enough space for game pieces	_____ (15)
4. Consequences and/or rewards for every ten spaces	_____ (15)
5. Reasonable rules	_____ (15)
6. Neat and well organized	_____ (20)
	Total = _____ (100)