

Creating a Board Game

Assignment: You are a board game manufacturer, and you have been assigned the task of creating a board game that will help students review everything they read in a fun and interesting way!

Requirements: Using a file folder, colored paper, colored pencils, and markers, create a game board. Put the name of your game on the tab of the folder and decorate the inside so that it is a game board. Make it neat, colorful, interesting, and creative!

- Make your game board neat, colorful, interesting, and creative!
- Create at least 25 questions and answers for your game that relate to the novel. The questions must be somehow incorporated into playing the game.
- Relate the format and purpose of your game to the novel in some way. Example: the game board is in the shape of a castle or the purpose is to escape the evil grandmother.
- Write directions for your game that would make it perfectly clear how to play the game. Type the directions and glue them to the back cover of the file folder.
- Make sure the content and difficulty of your game are appropriate for your novel and for your classmates' abilities.

*A rubric is included for this project that outlines specific areas of the assignment.

This resource is from the ReadWriteThink lesson "Technical Reading and Writing Using Board Games," located at <http://www.readwritethink.org/classroom-resources/lesson-plans/technical-reading-writing-using-123.html>.

Rubric: Creating a Board Game

	10 points	8 points	6 points	4 points	2 points
Design & Creativity	Everything is neatly created and directions were followed completely.	Game board is excellent but some parts are a little sloppy.	Game board is complete but 1 or 2 elements are missing and it could be neater.	Most of the directions were ignored and the board is sloppy.	There is a game board but it is not colored and no extra efforts were made at creativity.
Questions	There are 25 questions and answers, and they are well incorporated into the game.	A couple of questions or answers are missing or incorrect.	Some questions are missing OR one could play the game with answering most questions.	Half of the questions are missing OR questions are hardly used in the game.	Many questions are incorrect or missing and very few are required to play the game.
Format & Purpose	The purpose of the game relates directly to the novel and the game board represents the theme.	The purpose closely relates to the novel and the game board somewhat represents the theme.	The purpose partially relates to the novel and the game board doesn't clearly represent a theme.	The purpose slightly relates to the novel but does not represent a theme.	It is unclear what the purpose and theme of the game are from the appearance.
Directions	Directions make it perfectly clear how to play the game. They are neatly typed with minimal grammatical errors.	Directions are typed but have 2-3 minor grammatical errors. They are somewhat unclear or 1 step is missing.	There are more than 3 errors. Directions are unclear and 2-3 steps could be added to clarify.	Errors in grammar interfere with understanding of the directions. Much revision is needed.	Complete revision needed. Many steps are missing or incomplete and it is very difficult to understand how to play the game.
Content & Difficulty	Questions and rules of play are of an appropriate level--not too difficult and not too easy.	Rules of play are age appropriate but some questions are too easy or too difficult.	Game is a bit too simple for the grade level and some questions are too easy.	Game is very simple and most questions are too easily answered.	Game is not appropriate for the grade level and questions are too easy or too difficult.