



Board Game Project

DUE: Tuesday, June 18th

You will be designing your own board game based on your mystery book. Remember all those great games you have played? Well, now you can make your own: your own rules, your own design, and your own playing cards! The only thing is that you must relate it to your mystery book.

First, before you create your board game think about some board games that you like to play or have played in the past such as:

Board Game List

- Apples to Apples
- Are You Smarter Than a 5th Grader?
- Chutes and Ladders
- Monopoly
- Sorry
- Candy Land
- Life
- Clue

Now, it's your turn to create a board game based off your book. If you would like, you can use the board games we talked about in class as a way to get you started on your own idea. Otherwise, you can create your own unique idea for a board game! Something you need to keep in mind is that board games should be fun, interactive, structured, and NOT TRIVIA GAMES. Don't make this Jeopardy or Trivial Pursuit! Use your creative minds to think of ways to relate your book to a creative board game.

Requirements:

Each board game made must have the following items included in the project:

- An actual playing board and any necessary devices to complete your designed game
- Directions/Rules: The rules must be written out or typed, understandable, and applicable to the game you created (How do you play? How many players? What are the players allowed to do? How do you win?)
- Game cards: Plot (exposition, rising action, climax, falling action, and resolution,) main characters, minor characters, and theme.
- Playing card example: Plot card for rising action- Ms. B-F, the president's cook, made a seafood casserole for dinner knowing that the president was allergic to seafood. MOVE BACK 3 SPACES!
- You must have 25-30 playing cards. Each card must have information about the book **not questions**, and there must also be a movement statement such as: MOVE FORWARD 2 SPACES, GO BACK TO START, or SKIP A TURN.
- Draw five interesting scenes related to your book on the board game or one huge illustration that covers your board game.
- Please be neat and organized.
- Creative, colorful and pretty! Who wants to play a game with no character!
- Remember, your board game must be playable because you will play each other's games.

What you need to remember as you are thinking about this board game is how you can incorporate the information about your mystery into your game while making it creative, fun, and educational.

Rubric

Attractiveness

20 Points	15 Points	10 Points	5 Points	2 Points
Game board looks professional. The title is included. Everything is decorated attractively. It is neat, creative, original and well designed. All of the playing pieces are included and functional. The requirements were followed completely.	Game board is excellent but some parts could be neater. It meets most of the requirements.	Game board is complete but 1 or 2 elements are missing and it could be neater. It meets some of the requirements.	Most of the requirements were ignored and the board is sloppy and pieces are missing. It meets few of the requirements.	There is a game board but it is not colorful, neat, interesting, and no extra efforts were made at creativity. A lot of the pieces are missing. It is done incorrectly and does not meet any of the requirements.

Directions

20 Points	15 Points	10 Points	5 Points	2 Points
Directions make it perfectly clear how to play and win the game. The explanations are specific and easy to follow. They are clear & concise. They are neatly typed or hand written with minimal grammatical errors.	Directions are typed or hand written 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 the directions. Much revision is needed.	Complete revision is needed. Many steps are missing or incomplete and it is very difficult to understand how to play and win the game.

Playing Cards

20 Points	15 Points	10 Points	5 Points	2 Points
There are 25-30 information/playing cards, they are well incorporated into the game, and players have an understanding of the mystery novel.	There are 19-24 information/playing cards that make the game playable and players have a general understanding of the mystery novel.	There are 13-18 information/playing cards that make the game somewhat playable, and players somewhat understand the mystery novel.	There are 7-12 information/playing cards, and it makes it hard for all players to play and understand the mystery novel.	There are 0-6 information/playing cards and all players cannot continuously play the board game with an understanding of the mystery novel.

Purpose/Theme

20 Points	15 Points	10 Points	5 Points	2 Points
The purpose of the game relates directly to the mystery novel and the game board represents the theme. This game integrated facts from the novel.	The purpose closely relates to the mystery novel and the game board somewhat represents the theme.	The purpose partially relates to the mystery novel and the game board doesn't clearly represent a theme.	The purpose slightly relates to the mystery novel but does not represent a theme.	It is unclear what the purpose and theme of the game are from the appearance.

Interesting scenes

20 Points	15 Points	10 Points	5 Points	2 Points
There are 5 five interesting scenes related to your book on the board game or one huge illustration that covers your board game.	There are 4 interesting scenes related to your book on the board game.	There are 3 interesting scenes related to your book on the board game.	There are 2 interesting scenes related to your book on the board game.	There is 1 interesting scenes related to your book on the board game.