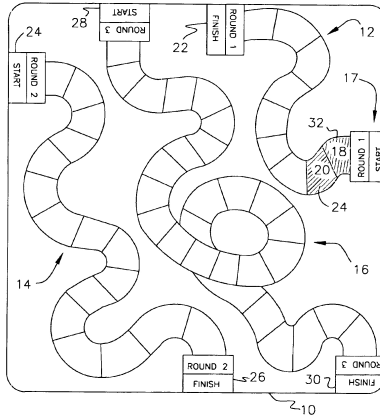


Game Board Project



This project will require you to create a game board that includes story elements.

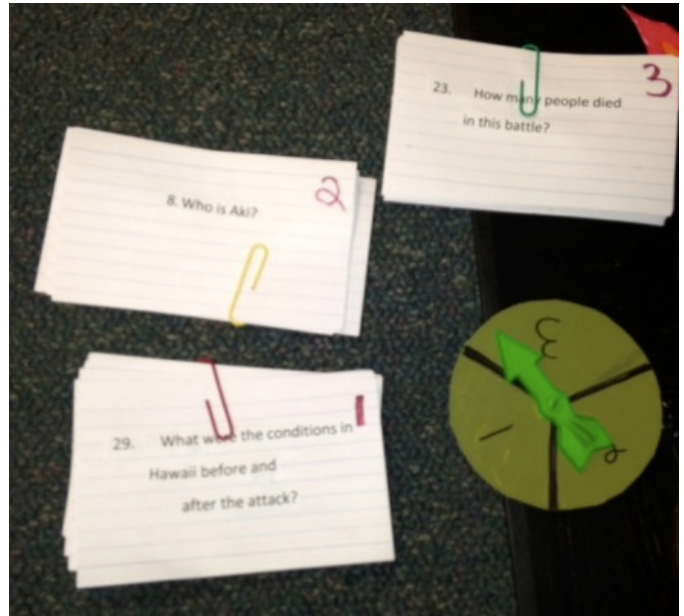
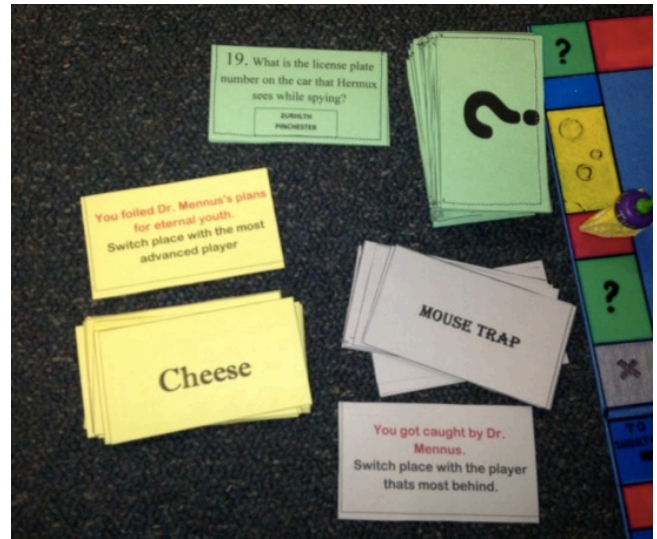
Requirements:

1. Complete the Game Board Planning Sheet. Turn these sheets in with your game board.
2. Create a game board of your choice that includes story elements (plot, setting, characters, conflict, theme, point of view, etc.) of your novel. You should mention events that happened in your book. Make sure you include the main idea, important details and action events. You may also instruct the players how to move their playing pieces, or you may make cards to tell them how to move. For example, a space or card may say, "Addie makes a new friend. Move ahead 2 spaces." Also, include some "foils", or problems that occurred in the book, such as, "The covered wagon loses a wheel. Miss your next turn."
3. Your game must also show the setting of your novel.
4. The name of the game must relate to the novel.
5. Be sure to write the title, author, and your name on the game too.
6. Write clear directions explaining the rules of your game. Make sure your name is on the directions.
7. Put all pieces in a Ziploc bag, so you will not lose them. Make sure your name is on the bag.

6. Write clear directions explaining how to play the game. (The simpler you keep the game; the easier it is to play.) Number each step in the directions.

7. Make a final copy of your game board and any other parts (cards, spinner, playing pieces, and so on). Design the board so that it is colorful, neat, and attractive.

Game Board Example



Game Board Rubric

	1	2	3	4
Characters	The story's characters are not incorporated into the design of the game.	The story's characters are somewhat incorporated into the design of the game.	The story's characters are incorporated into the design of the game with some creativity.	The story's characters are thoroughly incorporated into the design of the game.
Setting	The story's setting is not incorporated into the design of the game.	The story's setting is somewhat incorporated into the design of the game.	The story's setting is incorporated into the design of the game with some creativity.	The story's setting is thoroughly incorporated into the design of the game.
Plot	The story's plot is not incorporated into the design of the game and/or is incorrect.	The story's plot is somewhat incorporated into the design of the game and may be incorrect.	The story's plot is incorporated into the design of the game with some creativity.	The story's plot is thoroughly incorporated into the design of the game.
Rules	The rules were not written.	Rules and instructions for the game are written, but some parts are difficult to figure out.	Rules and illustrations for the game are written, but one part of the game may need more of an explanation.	Rules and illustrations for the game are clearly written and easily understood.
Creativity	The game was not interesting or fun.	Tried to make the game interesting and fun, but some of the things made it difficult to understand/enjoy the game.	The game was interesting and fun to play.	The game was interesting and fun to play as shown through creative questions, game pieces, and game board.
Overall Appeal	The project was distractingly messy or very poorly designed. It was not attractive.	The project was acceptably attractive though it was a bit messy.	The project was attractive in terms of design, layout, and neatness.	The project was exceptionally attractive in terms of design, layout, and neatness.

Points: _____

Grade: _____

Comments: