Objective: Decide on the type of board layout, objectives of the game, rules of play, and title for your game that reflects the unit or topic.

Instructions:
1. Get the handout Game Plan from your instructor.
2. Read each section below and discuss with your team the details in order to begin planning your game.
3. Take time to work through how the game will progress, what it takes to score, and how a winner will be determined.
4. You may end up making changes along the way so use pencil or a plain piece of notebook paper until you have the details worked out.

STEP 1: NAME YOUR GAME AND YOUR COMPANY
- Decide on the name of your game company and a title for your game.
  - Think of a fun title. You could make it a play on words or a take-off a popular board game or pop culture reference. It needs to relate to the topic but also be creative and catchy.
  - If you are not sure what to call it at this point, you can give it a “working title” and change it later. Simply indicate in parentheses that it is a working title.
  - You will be given a topic or allowed to choose one. Write your topic on your planning page.

STEP 2: GAME BOARD LAYOUT
You will need to decide what type of game board layout you will use. There are several common kinds that you are probably familiar with and don’t even know it. It does not matter if it is simple or complex, as long as it suits the purpose of your game. Think about games you may have played to help design your board. Some examples: Trivial Pursuit, Monopoly, The Game of Life, Chutes and Ladders, Candy Land, etc.

Examples of Basic Game Types:
- **Start-to-Finish Path or Trail:** a series of spaces that lead from a marked starting point to a clearly indicated finish area; usually the first player to the finish wins; the path can be around the edge of the board or snake up and down (Example: Candy Land)
- **Continuous Path or Racetrack:** there may be an area indicated where all pieces will start from but then they will follow a path around the board collecting points or pieces to win without a finish line; usually the player that collects a certain number of points or one of each type of game token wins (Example: Monopoly)
- **Spokes:** each piece starts from a separate ‘spoke’ or path that leads to a central area to finish the game; usually there is an extra challenge question to get into the finish space or the player has to roll a certain dice combination (Example: Trivial Pursuit)

Suggestions for making your game more engaging:
- Remember to add setbacks, shortcuts, bonuses, and challenge spaces as appropriate. Examples
  - go back two spaces or forward 3 spaces
  - skip the next turn or get an extra turn
  - answer a bonus question
- Make certain spaces determine the type of question to be answered.
STEP 3: SET THE OBJECTIVE OR GOAL

Each player must clearly understand what the point of the game is. Your objectives or goals state what each player is trying to accomplish. In other words, it should answer the question “How do I win?”.

Examples:

“Be the first player to reach the finish.”
“Collect the most number of points before time is up.”
“Be the first player to collect one of each type of token.”
“Be the first player to get all your game pieces to the safe zone.”

STEP 4: PLAYERS AND PIECES

- How many players can play your game at a time? What is the minimum number? Most games are set up for 2 to 4 players, but some can accommodate six or only have room for five.
- Think about the pieces that players will use on the board (these are also known as “tokens”). Create distinctive ones so each player represented will be clear. They can be as simple as different colored tokens or common objects like coins, but creative ones that relate to the game theme are better.
- Provide a selection of pieces that matches the maximum number of players your game can have. For example, have six different pieces if up to six people can play your game.
- List or describe them in the space provided on your overview page.
- Keep in mind that the pieces you create do not have to be three-dimensional, so don’t worry about having to sculpt complicated shapes. If you can make flat cards that fit into holders or fold over to make them stand up.

  For example, if you are making a game about forestry and wanted your playing pieces to include a pine cone and a planting bar, then you could have a small picture of each that folds in half like a small tent card.

STEP 5: CREATE THE RULES FOR PLAY

In order for the game to progress, each player must know how to play and be given a fair chance at winning. You need to develop the rules for your game which should cover several key points, as well as anything else that you think is important or that may come up during play.

Keep in mind that this board game is for knowledge. So players can move their game pieces a number of spaces as determined by rolling dice, using a spinner, or the number of points on a question card. You determine the method but players must demonstrate knowledge to advance in the game.

Things to Consider:

- Who goes first? Where do you begin?
- How do you advance your game piece? Do players use a spinner, one die, or two dice?
- Is a correct answer required for the player to move their piece? Are different questions worth more?
- Do you ever get an extra turn or skip a player?
- Who will read read the question cards? (Keep in mind that they will have the answers on them.)
- What happens when you land on certain spaces?
- How is a winner determined? (Yes, you stated this in your objective, but explain it further in the rules.)
Instructions: Complete all parts of this game planning page. You will need to get approval from your instructor before moving forward with the construction of your game.

Team Members: ____________________________________________

Game Company: ____________________________________________

Topic or Unit of Study: ______________________________________

Name of the Game: _________________________________________

Type of Game Board:

_____ Trail (Start-to-Finish)

_____ Continuous Path (Racetrack)

_____ Spokes (all paths lead to the center)

_____ Other (describe): ______________________________________

Objective/Goal: ____________________________________________

Number/Range of Players: ________________________________

Game Pieces to Choose From: ________________________________

Rules of Play:

1. _________________________________________________________

2. _________________________________________________________

3. _________________________________________________________

4. _________________________________________________________

5. _________________________________________________________

6. _________________________________________________________

7. _________________________________________________________

8. _________________________________________________________

9. _________________________________________________________

10. _________________________________________________________
Objective: Create a master list of questions for the knowledge content to be used by players in order to advance in the game.

Materials:
- a copy of the Master List page
- resources for writing the questions (class notes, handouts, text books, the internet)

Instructions:
1. Write a list of questions to be used in your game.
2. From this list, you will check the facts and get approval from your instructor. Also, this list will act as a master set just in case any game cards get lost and need to be remade.
3. You will not make your game cards at this time, simply create the questions and answers to be used.

Step 1: How Will the Question Cards Be Used
The purpose of this project is to create a game that helps to teach or reinforce knowledge. Designing setbacks and bonuses based on where a player lands on the board will make the game more engaging. When writing your questions, think about the following:
- Does the space a player lands on determine the type of question or the way a question must be answered? You may decide that spaces of a certain color or designation determine that the player answers a question from specified decks.
- Will you allow your players to choose from cards in certain category decks? You may choose to sort your questions into different topic categories or put them into one large stack. Be sure to make a note in the rules about which deck to draw from and what happens when decks are used up.
- Will all the questions be in the same format? You may choose to write multiple choice questions, fill-in-the-blank, or short answer only. Or you can mix it up.
- Are all the questions worth the same amount? You can make some questions worth more points or have a special stack that is only drawn from to advance past a certain point or for landing on special spaces.

Step 2: Question Types
Decide the types of questions you will ask.
- Will they be multiple choice? If so, you will need to create choices that are challenging enough. In other words, it should not be obvious which of the choices is correct.
- If you write any true/false questions, make sure the wording is clear without confusing double negatives.
- All questions need relate to the topic or subject area. Include a variety of skill levels or your game will be too easy. Stay focused on important concepts and key terms from the unit.

Step 3: Check for Accuracy
When you have a completed list of questions, confirm the correct answer and check for spelling. Have each team member read the questions to themselves to make sure the questions and answers make sense. Change any wording that is awkward, confusing, or leads the player.
- Do your questions cover all parts of your topic or just one segment?
- Do you have any that are asking the same question but just in a different way (a duplicate, in other words)?
- Do you have the minimum number of questions required.
Once you are sure your questions will help your players understand your topic, turn your master list into your instructor.
Instructions: Write out each of the questions that will be used by players in your game. Include choices for multiple choice questions. All questions must include the correct answer. Attach additional pages as needed. Approval from your instructor is required before moving forward with the construction of your game cards.
Objective: Design and construct the board game, question cards, player pieces, and any other parts needed to complete your game.

Materials:
- a blank file folder
- scissors, glue, markers and/or colored pencils
- paper (white, colored, and/or construction paper)
- index cards (or blank business cards) to use for game questions
- 2 envelopes: one for the storing question cards and one for game pieces
- master list of game questions (created in a previous step)
- copies of Rules of Play page and game board templates (optional)

Instructions:
1. Follow the steps provided below.
2. Designate team members for different tasks. The person with the best handwriting could create the question cards. Someone else will draw or color the game board. And so on.
3. After following each of the steps, you will have a completed review game. Look at the grading criteria to make sure you will score as high as possible. Adjust as needed.

Evaluation Criteria:
- 10 pts - **Title**: creative, consistent with the theme and content
- 5 pts - **Writing**: large, clear print, dark enough, and easy to read
- 10 pts - **Illustrations**: relate to the theme, add to the game experience
- 25 pts - **Questions Cards**: minimum number, adequately cover content
- 20 pts - **Rules of Play**: easy to follow, clearly written and attached to the back
- 10 pts - **Game Pieces**: appropriate number, relate to the game theme
- 10 pts - **Neat and Colorful**: construction and coloring of all the elements shows effort
- 10 pts - **Creativity and Effort**: game is engaging, effort was put into each part

Constructing Your Game

**STEP 1: MAKE THE GAME BOARD**

1. **Build your actual game board** using the file folder provided. It is better not to draw directly on the file folder. **Instead draw on paper or use one of the templates.** You can cut out the path or just color and draw a path on a full page of paper.
2. **Glue the pages (or path pieces)** to the inside of the file folder. **Line up the two sides of your board** so that when you open the folder flat on the table the board is connected.
3. Draw an area on the board (if you have room) to **designate where the cards will be placed**.
4. **Add your title somewhere on your board.** It can even be in the center or along the sides.
5. **Decorate your board** with appropriate or related illustrations. Be creative!

(continued on the next page)
BOARD GAME PROJECT

Building Your Board (and other parts)

Here are some suggestions for making your game more engaging:

- Remember to add setbacks, shortcuts, bonuses, and challenge spaces as appropriate. Examples:
  - go back two spaces or forward 3 spaces
  - skip the next turn or get an extra turn
  - answer a bonus question
- Have certain spaces determine the type of question to be answered.

STEP 2: CREATE THE QUESTION CARDS

1. Design and draw your questions cards on either blank business cards or index cards that have been cut into halves or thirds.
2. On the top side of your cards, write your game title, draw a picture, or color them solid.
3. On the question side, clearly print the question. Then write the answer in smaller print at the bottom. You may even write it upside down.
4. Have another team member check that all the questions and answers were copied accurately.

STEP 3: BUILD YOUR TOKENS (A.K.A. PLAYING PIECES)

1. Your players will each need a token or game piece to move around the board. While you can just use common objects or generic pawns, it will make your game more interesting to design appropriate game pieces that relate to your theme.
2. Color and decorate your game pieces and make sure each one is unique so that players will be able to tell their piece apart from the others. Have enough for the maximum number of players that could play at one time.
3. Bring in any pieces you have from home if you are taking that route.
4. If you are making your own dice or spinner, make the numbers dark enough to be seen and color neatly.
5. Label and decorate the envelopes that will store the playing pieces and the question cards.

STEP 4: RULES OF PLAY

1. Clearly write out the Rules for Play on the provided template (or directly on the back of the folder).
2. Then glue the page on the back of file folder.
3. You can use colors or decorations to make it creative.

STEP 5: COVER ART

1. Decorate the front of the file folder with your game title and relevant illustrations.
2. Include your company name somewhere on the front also.
3. Use markers to outline anything that is hard to see or read.
4. Check over everything for mistakes or spelling errors before turning in your completed game to your instructor.

CONGRATULATIONS! YOUR GAME IS READY TO PLAY.
Instructions: Neatly write out the rules of play from your Game Plan page. Now that you are farther along in the construction of your game, add to or change any rules as needed. Cut out the rules and glue them to the back of your game folder. You may use a separate page or back it with colored paper if you like.
Instructions: Think about the development of this project and your role in it. Then answer the questions below.

1. What was the easiest part of completing this project?

2. What do you feel was the hardest part?

3. Did you think this project was fun? Why or why not?

4. How did this project affect your knowledge of the subject?

5. What did you learn about working as a team?

(questions continue on the next page)
BOARD GAME PROJECT

Individual Reflection

6. If you did this again, would you want to work alone or in a group? Why?

________________________________________________________________________

________________________________________________________________________

________________________________________________________________________

7. Do you think others will enjoy playing your game? Why or why not?

________________________________________________________________________

________________________________________________________________________

________________________________________________________________________

8. If you had this project to do over again, what would you change or do differently?

________________________________________________________________________

________________________________________________________________________

________________________________________________________________________