BOARD GAME DESIGN AND BUILD CHALLENGE: GRADES 7 & 8

For this challenge, students are asked to design and build a board game (i.e. Monopoly, Risk, Chutes & Ladders etc.) with a theme (please see and choose from the list below). The objective of the board game is for it to be informative, educational, challenging and entertaining.

NOTE:

1. All game components (board, pieces, question cards, rules etc.) should be made by YOU, the students!
2. Choose one of the following themes for your board game design and questions:
   a. Science: Body Systems (Muscular, Digestive, Nervous etc.)
   b. Maths: Geometry (Lines, Triangles etc.), powers, exponents
   c. Social Studies: Pre-History, Mesopotamia, Egypt, Islamic Civilizations, Abbasid Caliphate
   d. English: The positive effects of kindness and friendship, the importance of family solidarity while trying to fulfil dreams and plans

CONSIDER:

- How do players win? (Reaching the end first? Collecting points? Answering the most correct answers?)
- How do players move forward? (Dice? Etc.)
- How many players can play this game?
- Do your board and pieces reflect the theme you have chosen?
- Who asks the questions? Where are the answers written?

SHARE:

- Pictures of yourself working on the board game
- Pictures of your game board, pieces and question cards
- Game rules
- Questions and answers (typed or handwritten)
- A video of you playing the game with the people you are in lockdown with

IDEAS:

- Give your board game a creative name inspired by the theme you choose
- Design, color and/or paint your board to reflect the theme you choose
- Design and make your pieces to reflect the theme you choose
- Create a game where players take a detour before they reach the end or reward players with a shortcut
- Create spaces on the board where players go back a space, move forward a space or change places with another player
- Start players from both ends of the game board and use the shortcut across the board as a way to race toward the finish line

- Mention the theme on your board. Include events and scenarios on the spaces, each with rewards or consequences related to theme
- Get inspired! Use the links below for templates and resources

LINKS:
https://www.instructables.com/id/Build-your-Own-Board-Game/
https://www.pinterest.com/pin/49680402116410017/
http://people.uncw.edu/ertzbergerj/word_games.html
https://www.gamedesigning.org/learn/board-games/

RUBRIC:

CATEGORY	4	3	2	1
Creativity	A lot of thought into making the game interesting and fun to play as shown by creative questions, game pieces and/or game board.	Some thought was put into making the game interesting and fun to play but some components are missing	Student tried to make the game interesting and fun, but some of the things made it harder to understand/enjoy the game	Little thought was put into making the game interesting or fun.
Attractiveness	Contrasting colors and at least 3 original graphics were used to give the cards and game board visual appeal	Contrasting colors and at least 1 original graphic were used to give the cards and game board visual appeal.	Contrasting colors and "borrowed" graphics were used to give the cards and game board visual appeal.	Little or no color or fewer than 3 graphics were included.
Rules	Rules were typed clearly enough that all could easily participate. Typed and edited for errors.	Rules were typed, but one part of the game needed slightly more explanation. Typed, but some errors.	Rules were typed, but people had some difficulty figuring out the game. Typed, but many typos.	The rules were not submitted.
Accuracy of Content	All topic references made for the game are correct and based on unit topic	A few of the topic references made for the game are not correct but are based on unit topic.	Many of topic references made for the game are not correct and not from unit topic	Most of topic references made for the game are not accurate and not from unit topic.
Meeting Requirements	All challenge requirements were met	A few challenge requirements were not met	Most challenge requirements were not met	None of the challenge requirements were met