Board Game Project

90pts

Task: create a board game that teaches the class about the 1970's.

Purpose: To learn about the 1970's in a way that is not traditional.

Information to possibly include: major historical events, pop culture, sports, politics,

Timeline:

Friday September 22nd Plan Due what are you going to create? 10 PTS

Thursday September 28th Rules created 10 pts

Tuesday October 3rd List of facts and topics you are going to use for your game 10Pts

Thursday October 5th questions and/or board created 10pts

Monday October 9th Project Due

Rubric: Attached

You may work in groups of up to 3 people. Your game needs to be informative. It can be based off of a board game already or you can make up your own. You need to create your own set of rules for the game regardless. Game should allow 2-3 people to be able to play it. Your game can be based off of one aspect of the 1970s or the whole decade. All game ideas need to be approved by Mr. Leland before you begin working on any other step.

RubiStar   Rubric Made Using:
           RubiStar (http://rubistar.4teachers.org)

Making A Game : 1970\'s Board game

Teacher Name: **Mr. Leland**

Student Name: _____

CATEGORY	10	8	6	4
Knowledge Gained	All students in group could easily and correctly state several facts about the topic used for the game without looking at the game.	All students in the group could easily and correctly state 1-2 facts about the topic used for the game without looking at the game.	Most students in the group could easily and correctly state 1-2 facts about the topic used for the game without looking at the game.	Several students in the group could NOT correctly state facts about the topic used for the game without looking at the game.
Attractiveness	Contrasting colors and at least 3 original graphics were used to give the cards and gameboard visual appeal.	Contrasting colors and at least 1 original graphic were used to give the cards and gameboard visual appeal.	Contrasting colors and \"borrowed\" graphics were used to give the cards and gameboard visual appeal.	Little or no color or fewer than 3 graphics were included.
Rules	Rules were written clearly enough that all could easily participate.	Rules were written, but one part of the game needed slightly more explanation.	Rules were written, but people had some difficulty figuring out the game.	The rules were not written.
Creativity	The group put a lot of thought into making the game interesting and fun to play as shown by creative questions, game pieces and/or game board.	The group put some thought into making the game interesting and fun to play by using textures, fancy writing, and/or interesting characters.	The group 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.
Cooperative work	The group worked well together with all members contributing significant amounts of quality work.	The group generally worked well together with all members contributing some quality work.	The group worked fairly well together with all members contributing some work.	The group often did not work well together and the game appeared to be the work of only 1-2 students in the group.

Date Created: **Sep 20, 2017 08:58 am (CDT)**