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:

Wednesday February 20th Plan Due what are you going to create? 10 PTS

Friday February 22nd Rules created 10 pts

Tuesday February 26th List of facts and topics you are going to use for your game 10Pts

Thursday February 28th questions and/or board created 10pts

Friday March 1st 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.