

Name_____

Date_____

Create-a-Game

Make up a board game using the story as material for the game. Think of questions that will be asked by the players of the game; be sure to include the answers as well. Make sure you and your group play your game to work out any problems before your classmates play.

You and Miss Cantillon will evaluate the game when your group has completed this assignment. You will be filling out an individual evaluation and a group evaluation.

Your group will be provided with 1 sheet of poster board.

This assignment is due:_____

ALL group members must have their writing and/or drawings on the game board and/or game cards.

Group Name_____

Group Leader (assigns roles; organizes group brainstorming; takes notes; keeps group on task)_____

Materials Leader (lists materials needed; assigns group members materials to make/bring) _____

Creative Leader (designs basic layout of game; assigns roles for making game board) _____

Educational Consultant (in charge of making sure the game has educational value; double checks information in game by using the text; assigns research roles in group) _____

Rules (in charge of typing up the rules and determining the playability of the game) _____

Steps:

- 1) Select the specific theme for your game.
- 2) Create a name for your game.
- 3) Write the rules for your game. Be sure to tell the object or purpose of the game (to be the first to reach the finish line, collect the most tokens, earn the most points, etc.). The rules should answer the following questions:
 - a) Who goes first?
 - b) What happens when you land on a square?
 - c) Who reads the question cards?
 - d) Who checks the answers in the answer booklet?
 - e) What happens when a player answers correctly? Incorrectly?
 - f) When is the game over?
- 4) Design a rough draft of your game board.
- 5) Make a minimum of 20 question cards based on material from the book. People who play your game can use the question cards to advance on the board or collect play money. Add some chance cards to add some sizzle to your game. For example: "Tornado hits - lose a turn." Or, "Grandma has a mysterious visitor - move ahead 2 squares." Create an answer booklet that players can refer to for correct answers.
- 6) Review your game board. Make any changes that would improve the game. Copy the rough draft of your game board onto the white poster board. Use a ruler and work neatly. Add colored illustrations!
- 7) Decorate a box for the components of the game such as the dice or spinner, the question and chance cards, etc. (A large shirt box or shoebox is ideal.) Your board does not have to fit inside the box. Write the name of your game in large letters on the cover of the box.
- 8) Glue or tape your rules and directions inside the box cover, so they don't get lost.
- 9) Include the following in your game box.
 - a) rules
 - b) question cards and chance cards
 - c) answer booklet
 - d) dice or spinner
 - e) playing tokens (if necessary)

Essential Terms & Concepts That Must Appear in Your Game Board

- 1) alliteration
- 2) assonance
- 3) cliché
- 4) hyperbole
- 5) idiom
- 6) proverb
- 7) metaphor
- 8) onomatopoeia
- 9) personification
- 10) simile
- 11) dynamic
- 12) static
- 13) climax
- 14) protagonist
- 15) antagonist
- 16) about the author
- 17) *The Great Depression*
- 18) character descriptions

Try to **creatively** incorporate these terms and concepts into your game boards. Look at examples of game boards you have at home. What makes the game interesting and more fun to play?