

Design a Game

GUIDELINES

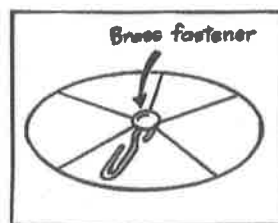
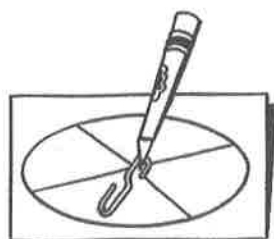
Objective: Students create a board game based on a science fiction or fantasy book.

Display board games to give children ideas. You might set aside time for them to play the games. Lead a discussion about what makes a game fun and what elements a game might include, such as

- ✧ a game board
- ✧ clear and easy-to-follow directions
- ✧ a spinner or die
- ✧ cards
- ✧ playing pieces
- ✧ a fun name

Explain to students that a game should have a clear purpose and that students should determine how a player wins. Encourage students to keep their games as simple as possible. This will make it easier for them to write the directions and will also make the games more enjoyable to play. Show students examples of easy-to-follow directions for a simple game. Point out that the directions are numbered.

Show students how to make a simple spinner by using a paper clip and/or brass fastener.



Discuss ways that students can incorporate elements of their story into their games. Using a book the class has read as an example, talk about ways to include information about the characters, setting, and story. Brainstorm possible names for a game based on the book. Explain that players should be able to play the game without having read the book. In other words, the game should not test the players' knowledge of the book.

Once students have finished their games, set aside blocks of time to play the games in small groups.

Science Fiction/Fantasy

Design a Game

Imagine that you work for a toy company and you have been asked to design a board game. The game should be based on the book you just finished and should include information about the characters, setting, and story. When you have finished your game, your classmates will have a chance to play it.

MATERIALS

cardboard or posterboard, markers, glue, construction paper, dice, index cards or paper, playing pieces, lined paper, small resealable plastic bags, brass fasteners or paper clips

DIRECTIONS

- 1) Find a science fiction or fantasy book that interests you and is at an appropriate reading level for you. Have your book approved by your teacher.

Book Title: _____

Author: _____

- 2) Write the characters' names, along with a sentence identifying each one.

- 3) In a sentence or two, describe the setting of the story.

DUE DATES
Book approved _____
Book finished _____
Project finished _____

4 Briefly describe the main conflict or problem. Explain how the conflict was resolved.

5 Think about how you can design a board game based on all or some of the information above (characters, setting, conflict, and resolution). Keep in mind that players should be able to play the game even if they have not read the book. Consider these questions:

How is the game played? What are the rules?

What will the game board and playing pieces look like?

How does someone win? (Will they reach FINISH first? Will they collect the most points along the way?)

Will you use a spinner, cards, or dice in your game?

6 On a separate sheet of paper, sketch the game board. Test your game to make sure it works before you make a final copy of the game board.

7 Write clear directions explaining how to play it. (You will find that the simpler the game is, the easier it will be to play.) Number each step in the directions.

8 Make a final copy of your game board and any other parts (cards, spinner, playing pieces, and so on). Design the board so that it is colorful, neat, and attractive. Write the title and author of the book somewhere on the game board, along with your own name and a fun-sounding name for the game.

Name: _____ Grade: _____ Quarter: _____

Design a Game

Book Title: _____

	Student Check	Possible Points	Points Earned
Was your book approved by the due date?		5	
Did you hand in this rubric with your project?		5	
Did you hand in your project on time?		10	
Was your game neat, colorful, and attractive?		10	
Was your game based on your book? (Does your game show about the book?)		30	
Did you write clear directions for your game?		10	
Is your game playable? (Do you have game pieces, dice, etc?)		10	
Did you give your game a fun name?		5	
Did you write the title, author and your name on the game?		5	
Are the spelling, punctuation, and grammar correct?		10	
Total Points		100	

Comments: