Math Board Game Project

DUE DATE:

We've all played a variety of games; have you ever wished you could change the rules? Have you ever thought of combining different ideas from your favorite sports, video games, cartoon characters, board games, etc., to create something completely new, entertaining, and fun? Now is your chance! You will be given plenty of in-class time to plan, create, and eventually play your game. Work with your partner(s) to follow the directions below to create your own board game:

- 1. Brainstorm ideas, making sure to write everything down. Choose some of your favorite video games, cartoon characters, board games, etc., as inspiration for your new game. You can combine concepts and ideas from different sources, or create your own original ideas. Discuss the layout of your board game, directions, materials, and the object (how to win).
- 2. Write down your ideas for your game & what the object is (how to win). Due
- 3. Make a plan for what materials each person will bring in for the next in-class game workshop day (poster board, clip art, coloring utensils, game pieces, dice, play money, index cards, spinners, other board games for ideas, etc.).
- 4. Make a rough draft for the layout of your game board (on a sheet of paper). **Due**
- 5. Choose 5 of the following topics & make a deck of cards for each topic (10+ cards per deck, 5 decks total). Remember to include an answer key (on a separate sheet of paper). Due +/-/x/÷/ordering fractions area/perimeter volume/surface area polygons/polyhedrons/nets fractions⇔decimals⇔percents LCMs/GCFs probability +/-/x/÷/ordering integers
 - mean/median/mode percent of a # ratios/proportions
- 6. Make your set of rules (booklet or sheet) which includes: **Due**
 - List of Materials needed to play (such as dice, game board, decks of cards, etc.)
 - Directions (how to play)
 - Object (how to win)
 - Age & amount of players
 - Tips/suggestions
- 7. Enhance your project with illustrations (hand-drawn, clip-art, magazines/newspaper cut-outs).
- 8. Put everything together to create your final math board game (includes all expectations & materials). Due
- 9. Remember to make time to play your game several times to test for accuracy, entertainment-value, and improvement. Revise, if needed, to perfect your project.
- 10. Be neat, accurate, colorful, and have fun!

Expectations:

		<u>Points:</u>
0	Catchy, original title (on board and rule booklet/sheet)	2 pts.
0	Set of rules (booklet or sheet):	
	 List of Materials needed 	2 pts.
	 Detailed Directions (how to play) 	10 pts.
	 Object (how to win) 	2 pts.
	 Age & amount of players 	2 pts.
	 Tips/suggestions 	2 pts.
0	5 decks of cards on selected topics, 10+ cards each & answer sheet/book	50 pts.
0	Easy to understand (makes sense)	12 pts.
0	Colorful (no pencil on game board or rule booklet)	3 pts.
0	Proofread (spelling, punctuation, capitalization, etc.)	5 pts.
0	Game Layout (organized, neat, creative, effort)	10 pts.
0	Original, 3-dimensional pieces/game parts; board game box	extra credit 5 pts.
		Total: 100 pts.
		(105 pts. possible)

Use whatever resources imaginable to make your project impressive.

Be creative, neat, & most importantly, have fun!

Parent signature: ____