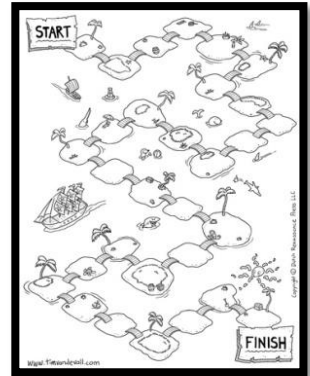


Create your own Board Game

In your group, you will create a board game that contains at least three of the grammar and vocabulary topics dealt with in the class this year. Make your game related to what you have learned in other subjects related to the project “To the Moon and Back” you have been working with in other subjects as well.

Grammar points: rephrasing sentences beginning as shown / passive voice sentences / relative sentences / conditional sentences.

Vocabulary: focus on vocabulary and structures learned about this topic.



Upon completion of this project, you will have a chance to try out some of your classmates' games!

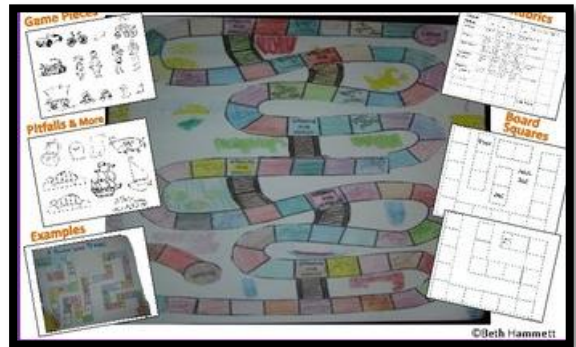
Create the following items for your game:

Theme: To the Moon and back

Game Directions: Must be clear, step-by-step instructions on how to play the game. They must include:

1. Number of players
2. Materials included
3. Goal of the game
4. Step-by-step instructions
5. How a player wins
6. Answer key included

Game Board: Design a colorful, neat board with a *Start to Finish*



Game Pieces: Choose or create dice, coins, rocks, paper pieces, tokens, etc. that fit your theme. There must be at least 4 game pieces.

Game Cards: There must be at least 30 game cards with problems over the topic you have chosen. The answer key must be included on a separate paper.

Top of your Game Box:

Create the packaging for your game. You will need to find some type of box (shoe box, gift box, old food box, etc.). You will need to completely cover it with construction paper and decorate it. The outside of your box must include:

1. Name of your game, number of players and intended age of players.
2. A catchy advertisement / slogan that would attract someone to play your game.
3. Two reviews of the game
4. A picture or illustration that relates to your game.
5. A brief summary (3-5 sentences) of how the game is played, neatly handwritten.

Game Directions: How to Play

Title of the game: _____

Number of Players: _____

Materials Included:

- _____
- _____
- _____
- _____
- _____

Directions:

- 1) _____

- 2) _____

- 3) _____

- 4) _____

- 5) _____

- 6) _____

How to win:

Grading Rubric

	Excellent (20 pts)	Good (15 pts)	Fair (10 pts)	Poor (5 pts)
Rules	Clear and detailed explanations of how to play and win the game. The explanations are specific and easy to follow and nicely organized.	There are explanations of how to play and win the game. The explanations are somewhat easy to follow but poorly organized.	Explanations of how to play and win the game are not clear, detailed or specific.	Explanations of how to play and win the game are unclear OR game is unplayable
Design	Project is neat, organized, well designed and creative. There is excellent use of color.	Project is neat and organized.	Project is organized but no design.	Project is complete but no organization or design.
Use of English	Varied range of expressions and structures are used throughout the entire game to move spaces, earn or lose points, and win the game. Solutions are presented and correct.	Active exercises are used only during certain parts of the game. Solutions are presented and mostly correct. The questions are not entirely over the chosen topic.	Grammar or vocabulary exercises are not used in the game, or not provided with a correct answer.	Grammar or vocabulary exercises are not incorporated in the game.
Requirements	Project successfully meets all requirements. The checklist from the project outline was used. The list of materials, the rules, the game pieces and the game board are complete.	Project meets most of the requirements.	Project meets few of the requirements.	Project is done incorrectly and does not meet any of the requirements.
Teamwork	Teammates worked cooperatively and completed the project on time.	One teammate did more work than the other, but they worked cooperatively.	Project was late and one teammate did more work than the other.	Teammates argued, required teacher assistance to get along.

Total: _____ / 100