BOARD GAME ACTIVITY

BOARD GAME OVERVIEW:

Students, (in groups of three), will research, design, and create a game board based on a culture or country where one of the nine languages we have selected as a class is spoken. As a result of playing these Board Games, student participants will gain an understanding of the country's language, culture, and history.

This project requires the use of multiple abilities so that each student can contribute.  Each student is part of a collective group, and all must collaborate so that the final product is a success! As students work on the project, the teacher serves as a resource.

MAKE A BOARD GAME:

In a group of three, students will design and make a board game based on one of the Target Languages identified in class (Spanish, Korean, French, Japanese, ASL, Italian, German, Arabic, and Polish).

1. Design and make a board game.  Use cardboard, tag board, construction paper, or legal sized file folders.  Decorate the board with art that relates to the language and culture assigned. There should be a START and FINISH box connected by at least a 22-space path.  Label one half of these spaces FACTS and one half OPINION, or other information that the group decides on.

2. Make up questions that relate to the target language and culture of study.  PRINT them neatly on 3” X 5” index cards cut in half.  Divide your questions equally between FACT and OPINION (or other information that the group has decided on).  Write the type of question (FACT, OPINION, OTHER) on the back of each question card.  Number each set of cards.

3. On a sheet of lined paper, write the answers to the factual questions.  Glue this paper to a piece of construction paper and label it ANSWERS.

4. Make up and write the rules for the game.  (SEE NEXT PAGE)  Remember that each game has a specific OBJECT.

5. Play the game through once.  Adjust (correct) parts of your game as needed.

6. Exchange and play another group’s game.

7. Complete an evaluation form for each game played.

ADDITIONAL BOARD GAME INFORMATION:

*OBJECT OF THE GAME*:  Decide how the game is won.

*EQUIPMENT*:  What is necessary to play the game.  (Game board, die, cards, etc.)

*SET UP*:  How do you set up the board before play?  How do you decide who takes the first turn?

*RULES OF PLAY*:  How does a player move around the board?  Are there penalties for wrong answers?  How many players can play?

OTHER CONSIDERATIONS:

* Game Board Name
* Game Characters/Mascot
* Game Pieces
* Rules/Challenges

GAME EVALUATION FORM:

Rubric scale: 4 - Distinguished 3 - Proficient 2 - Satisfactory 1 - Needs Improvement

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| Question | Rate (4 - 1) |
| 1. Were the rules clear?  If not, what made them hard to understand? |  |
| 2.  Was the board attractive, colorful, etc.? Explain |  |
| 3. Were the questions easy or difficult? Did you understand what was being asked of you? |  |
| 4. What suggestions do you have for the group that designed this game? |  |
| 5.  Did you enjoy playing the game? Would you play it again? |  |
| 6. Did the board game enrich your understanding of the Target Language and/or culture? Explain |  |