



Design-an-Academic-Game

Develop a board game for this topic: _____

Integrate the following skills into the game:

- | | |
|--------------------------------|--------------------------------|
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |

Write the game objectives, rules, and directions in complete sentences and number the directions. Add art, graphics, elaborate fonts, and color to to make the game more attractive and appealing.

Check to be certain to include:

- The name and icon or illustration for the game
- Clearly developed directions
- A game board
- Choice or consequence cards
- Game pieces
- Dice or a spinner

Determine which criteria are most relevant to the product, and develop a rubric to evaluate the effectiveness of the game. Sample criteria include the following.

- Clarity of directions
- Integration of skills
- Quality and depth of content
- Appearance
- Appeal
- _____
- _____

Embellish and extend these criteria as appropriate to the work. Then, develop three or four levels of proficiency for each criterion to complete the rubric.