



Dear Students

My name is Luna 'loves-a-game' Lansbury, and I am the Managing Director of board game manufacturer, Groovy Groves Games. I am hiring you to design and make a board game. In my time as a board game manufacturer, I have noticed that, at times, children enjoy learning, new and interesting things, through fun and engaging board games.

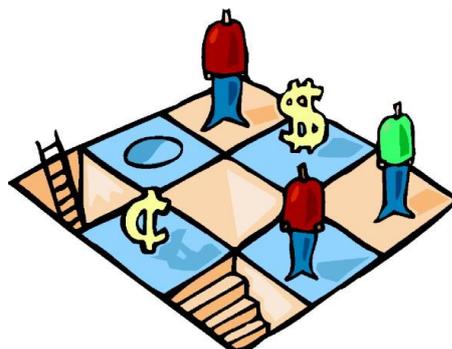
Your job is to identify and research a topic for students your own age and make a board game to help them learn about your chosen topic.

Your game must include:

- a game board,
- rules on how to play your game,
- any questions or game pieces that are necessary to play your game,
- Answer sheets and relevant facts for any questions in your game.
- A well thought out design that is both engaging and original.

When choosing your topic try to be original and think a little outside of the box. It could be anything from a mathematical concept to healthy eating to Titan the moon of Jupiter.

FYI: I don't like when my designers submit board games that are really similar to games that are already on the market, so use your imagination and try to think of something original. Remember board games should be fun... I only make and sell games that I think children will not only learn from, but also have lots of fun playing!!



Evaluation Rubric for Board Game Project

Your work will be evaluated from the following rubric. Make sure that you create your own board game and that it is an original piece of work.

Criteria	Poor 0-5	Fair 6-14	Good 15-19	Excellent 20-25
Application of Knowledge	Some information made for the game is correct, somewhat relates to chosen topic, applied in an unplayable way and demonstrates little grasp of subject matter.	Most information made for the game is correct, relates to chosen topic, applied in a playable way and demonstrates basic understanding of knowledge.	All information made for the game is correct, relates to chosen topic, applied in a good way and demonstrates students' grasp of the subject.	All information made for the game is correct, applied in an excellent playable way and demonstrates vast grasp of subject.
Attractiveness	The game board and the game pieces are somewhat colourful, scattered design, and little to no appeal.	The game board and most of the game related objects are colourful, neat, and a mediocre value.	The game board, all game pieces, and any other game related object is colourful, neat, and has visual appeal.	The game board, all game pieces, and any other game related object is colourful, unique, neat, and has wonderful visual appeal.
Creativity	Little thought was put into making the game interesting or fun.	Tried to make the game interesting and fun, but some of the things made it harder to understand/enjoy the game.	Put some thought and some effort into making the game interesting and fun to play as shown by creative design, game pieces and/or game objective.	A lot of thought and great strides into making the game interesting and fun to play as shown by creative design, game pieces and/or game objective.
Rules	The rules and directions were poorly written or not written at all. The game is challenging to understand.	Rules and directions were somewhat neatly written and somewhat understandable so that players could participate with some confusion.	Rules and directions were neatly written and mostly understandable so that all could easily participate with little confusion.	Rules and directions were neatly written and easily understandable to all players.
Grammar, Punctuation, and Spelling	More than 10 errors on the board, rules, directions, cards, or any other part of the game.	7-10 errors on board, rules, directions, cards, or any other part of the game.	4-6 errors on board, rules, directions, cards, or any other part of the game.	1-3 errors (or none) on board, rules, directions, cards, or any other part of the game.