

Game Enrichment Project

The following list of items must be included in the Game project, in addition to completed graphic organizers and Type 2's. Research compiled in graphic organizers must be displayed in the game in a format decided by the creator. Games should take on the identity of an existing game and follow the format and rules.

1. **Box** – The game must be stored in its own box. The box must be symbolic of what is typically found on a game box. Use a reference (Monopoly or Uno) box to help with the construction of a game box. Color, text, etc. must be included, the more detail the stronger the score.
2. **Game Directions** – directions to the game must be included. Use a co-existing format to create a set of directions. Directions must be typed and part of the overall display. Example: If creating a game taken from the LIFE format, use the LIFE directions to help create a set of directions specific to YOUR game.
3. **Game Board** – the game board and or game cards must be constructed and exhibit neatness, detail, research taken from graphic organizers, along with color. Game boards and/or game cards must be typed and formatted.
4. **Game Pieces** – game pieces in the form of chips, dice, symbols (Monopoly symbols – Top Hat) must be included in the game. Game creator can use game pieces from existing games.

Game Rubric

_____/50 points	Game Box	The Game Box must exhibit all of the qualities stated in #1.
_____/50 points	Game Directions	Game Directions must be clear, concise, formatted and exhibit the qualities stated in #2.
_____/50 points	Game Board	The Game Board and/or Game Cards will reflect research compiled through graphic organizers. 40 to 50 facts = 50 points 30 to 39 facts = 40 points 20 to 29 facts = 30 points
_____/50 points	Format & Presentation	The overall format and presentation of the game will reflect organization, precision, and a set of clear and concise directions.