



Game ON!!!!

PURPOSE...

You are working for Milton Bradley and they have decided to start an education division. They are taking submissions for Spanish language educational games that incorporate culture and language learning. You are competing with other groups for a \$1000.00 dollar development deal. The 1000 dollars will actually be 100 points on a formal assessment grade, and only 1 perfect score will be awarded. The losing groups will receive lower grades based on their product.

CONTENT...

The content for your submission will be Unit _____. Use the "I Can" statements in Unit _____ to decide which information you will need to teach and create your game to build those skills.

TIMELINE...

You will have in class time this week to design and create this project. We will play all the games on Friday in class. Be ready with ALL materials on that day.

YOUR GRADE...

Your grade will be divided equally between...

1. Collaborative effort
2. In-Class work
3. "I Can" Statements/Rules
4. Final Product of Game Board
5. Functionality of the game

PRESENTATION DAY...

Each group will set up their games at a different station.

We will play for _____ minutes per game to get an idea of game play and instructional validity.

We will all complete a survey of each game and the highest results on the survey will determine the class winner.

CONSIDER THIS...

When you are designing, think about the games we have played in class. How do those games operate? What makes them difficult or simple? How do they reinforce the content without being tedious? Also, since the Milton Bradley team wants you to incorporate culture, how are you going to do that? Will you have culture cards with questions? Will you have the board itself have some sort of cultural theme?

FINAL PRODUCT...

Each group will be responsible for

1. a game board (from my template choices)
2. the game pieces that go with it. (If you need bears or plastic pegs, dice or spinners, I have that)
3. A rules sheet with directions for how to play in English.

**Remember, the purpose of the game is NOT to make a crazy complicated game, but to teach the info so that the players are confident with the "I Can" statements at the end.

Game Survey

 Name: _____

Please complete the survey below for the game that you played today.

1. What was the # of the game you played? _____
2. Circle One: How well was the cultural component demonstrated in the game?
NOT AT ALL KIND OF PRETTY WELL VERY WELL
3. Circle One: Were the directions/rules easy to understand?
WHAT RULES? NOT AT ALL SOMEWHAT DEFINITELY
4. Circle One: How were the questions?
WHAT QUESTIONS? TOO EASY JUST RIGHT TOO HARD
5. Circle One: Did the game have all of the required components?
NOT AT ALL YES
6. Circle One: How easy was it to play this game?
NOT AT ALL EASY SOMEWHAT EASY VERY EASY
7. Answer on the Back: Would you recommend using this game again for another class?
Why or why not?

Game Survey

 Name: _____

Please complete the survey below for the game that you played today.

1. What was the # of the game you played? _____
2. Circle One: How well was the cultural component demonstrated in the game?
NOT AT ALL KIND OF PRETTY WELL VERY WELL
3. Circle One: Were the directions/rules easy to understand?
WHAT RULES? NOT AT ALL SOMEWHAT DEFINITELY
4. Circle One: How were the questions?
WHAT QUESTIONS? TOO EASY JUST RIGHT TOO HARD
5. Circle One: Did the game have all of the required components?
NOT AT ALL YES
6. Circle One: How easy was it to play this game?
NOT AT ALL EASY SOMEWHAT EASY VERY EASY
7. Answer on the Back: Would you recommend using this game again for another class?
Why or why not?

Game Survey

 Name: _____

Please complete the survey below for the game that you played today.

1. What was the # of the game you played? _____
2. Circle One: How well was the cultural component demonstrated in the game?
NOT AT ALL KIND OF PRETTY WELL VERY WELL
3. Circle One: Were the directions/rules easy to understand?
WHAT RULES? NOT AT ALL SOMEWHAT DEFINITELY
4. Circle One: How were the questions?
WHAT QUESTIONS? TOO EASY JUST RIGHT TOO HARD
5. Circle One: Did the game have all of the required components?
NOT AT ALL YES
6. Circle One: How easy was it to play this game?
NOT AT ALL EASY SOMEWHAT EASY VERY EASY
7. Answer on the Back: Would you recommend using this game again for another class?
Why or why not?

Game Survey

 Name: _____

Please complete the survey below for the game that you played today.

1. What was the # of the game you played? _____
2. Circle One: How well was the cultural component demonstrated in the game?
NOT AT ALL KIND OF PRETTY WELL VERY WELL
3. Circle One: Were the directions/rules easy to understand?
WHAT RULES? NOT AT ALL SOMEWHAT DEFINITELY
4. Circle One: How were the questions?
WHAT QUESTIONS? TOO EASY JUST RIGHT TOO HARD
5. Circle One: Did the game have all of the required components?
NOT AT ALL YES
6. Circle One: How easy was it to play this game?
NOT AT ALL EASY SOMEWHAT EASY VERY EASY
7. Answer on the Back: Would you recommend using this game again for another class?
Why or why not?

Group Members.....

Unit Info...

“I Can” Statements...

Cultural Focus...

**HOW we’re
accomplishing it...**

What we’re trying to teach...

**HOW we’re
accomplishing it...**

Board Game Type...

CLUE PATHWAYS

Basic idea of the game play...