Board Game Assignment C2

You have been chosen by a game manufacturer to design a board game that can teach Spanish vocabulary to elementary and middle school students. Now you must create a game with your own rules, your own design, and your own questions related to Spanish Chapter 2 (la familia, la casa, el verbo tener, etc.).   Before you start thinking about your "new" design, think about board games that you like to play, or ones that you have played before:

- Apples to Apples
- Boggle
- Candy Land
- Checkers
- Chess
- Chutes and Ladders

- Clue
- Cranium
- Don't Wake Daddy
- Guess Who?
- Hi Ho! Cherry-O
- Life

- Monopoly
- Mouse Trap
- Operation
- Payday
- Pictionary
- Rummikub

- Scene It
- Scrabble
- Sorry!
- Taboo
- Trivial Pursuit
- Yahtzee

Requirements:
Each board game made must have the following items included in the project:
[ ] game theme, questions, statements, layout, design must be related to Chapter 2
[ ] rules and directions: rules must be written out, understandable, and applicable to your game
[ ] neat and organized with correct information, spelling, accents, etc.
[ ] creative and colorful! Who wants to play a game with no character?
[ ] can be played by 4-6 players: Your classmates will play your game!
[ ] a winner can be determined within 30 minutes

Grading:
Your games will be graded on the following criteria:
[ ] Related to Chapter 2, using at least 20 vocabulary words and themes from the chapter, or using the
        verb tener (a game to learn how to conjugate the verb tener)
[ ] Creativity, uniqueness of the game
[ ] Neatness, and organization of the game
[ ] Directions of the game are either typed up or written clearly and explained thoroughly
[ ] Rules of the game are described well, so players can easily understand how to play
[ ] Grammar, spelling, and punctuation for directions, rules, and on the game board—your game must
        be understandable and correct!
[ ] Playability—if you make it, we want to be able to play it!

Have fun thinking about ways you can use the information
in Chapter 3 while making the game fun and educational!