

Chapter 3 Board Game Assignment

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 3 (la clase, materiales escolares, los verbos -ar, en la tienda, después de las clases, 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 3
- 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 3, using at least 20 vocabulary words and themes from the chapter, or using the -ar verbs (a game to learn the verb endings)
- 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!