

Name \_\_\_\_\_

Due Date: Wed., March 28<sup>th</sup>

## March Book Project: Literary Board Game

Your Assignment: To create a board game that educates your teacher and class about the book that you read! Your game will weave together information about the main characters, the setting, and plot elements in a well-designed, user-friendly game!

### Required Elements:

- A game board that depicts the setting of the book
- 3 – 6 character pieces representing major characters in the book
- Well-written and concise rules for playing the game
- 25 Plot cards that will be drawn by players to determine their next move\*

#### \*Plot card examples:

For a board game based on *Peak*, our current 5A read-aloud:

Bravo! You have navigated a deep crevasse and avoided an avalanche on the way to ABC. Move forward 3 spaces.  
Skip a turn. You'll need several extra days to acclimatize at Base Camp!  
Go back to "Start." You've been diagnosed with HAPE and will need to try your climb on the next expedition.

For a game based on the book we read in class, *Jess and Layla*:

Lunge forward two spaces. You've secured an interview with Copernicus.  
Blast three steps forward. Your van just turned into a time travel machine, and you're off on a new adventure!

### Materials:

- Cardboard or poster board (ideally white, so that your illustrations really show up!)
- Character pieces created by the student
- Sheet of written directions or small "rule book"
- Small (approx. 3" x 5") cards – cardstock, white paper backed with construction paper, or some other sturdy, easy-to-read option!
- A dice (I can provide one, if needed) or any other materials that fit the game – spinner, etc.

The rubric is attached to the back of this sheet. Two grades will be given for this project: a reading grade and a language arts grade.

Name

| Reading Project Elements Rubric  | 12   | 10   | 8   | 6  |
|--|--|--|---|--|
| <p><b>Game Board:</b><br/>Includes a pathway for pieces to move from the start of the game to the finish. The background should include your own detailed, colored illustrations showing the book's <b>setting</b> and can include more than one important place in the book!</p>                                      | <p>The game board reflects time, effort, and creativity. The entire board conveys visual information about the setting and the story. Drawings are detailed and fill the background. The pathway is clear and the "start" and "finish" are well marked.</p>                            | <p>The game board is well designed and meets all of the requirements. The illustrations fill most of the board. The pathway is clear and well marked.</p>          | <p>The game board meets the requirements but the illustrations don't fill the space. They give the players some sense of the book's setting.</p>                      | <p>The game board shows very little about the book's setting. More time and effort would enable it to meet the requirements.</p> |
| <p><b>Character Pieces:</b><br/>These can be flat cards with the character's name and an illustration or 3-dimensional pieces. They should reflect understanding of significant character traits.</p>  | <p>The character pieces reflect creativity and give the players insights into the character's most important traits!</p>   | <p>The character pieces show understanding of important character traits and are carefully constructed.</p>  | <p>The character pieces show something about the character and show effort.</p>   | <p>The character pieces don't add to the players' understanding of the book's characters.</p>                                    |
| <p><b>Plot Cards:</b><br/>Players will draw these cards from a stack to determine their next move. This is where you will show your understanding of the book's main plot elements. Be creative, but make sure they are realistic for your story and reflect challenges, conflicts, and situations from your book!</p> | <p>The plot cards instruct the players to make moves based on important events in the story. They use strong and effective word choice and are made with attention to detail. They give players a strong sense of the book's plot and make playing the game an exciting adventure!</p> | <p>The plot cards show most of the major events in the book and are clearly worded. They help the players learn more about the book's plot, with some details.</p> | <p>The plot cards show some of the book's major events. The wording is straightforward and includes a few details. Players gain a basic sense of the book's plot.</p> | <p>The plot cards give basic directions, including a few events from the book. Players learn a little about the book.</p>        |
| <p>Total Reading Score:     /36</p>  |  |  |   |  |

| Language Arts Rubric   | 12  | 10   | 8  | 6  |
|--|---|--|--|--|
| <p><b>Game Directions:</b><br/> (may be written or typed on a single sheet of paper or made into a small "rule book). They should include:</p> <ul style="list-style-type: none"> <li>✓ Game Title</li> <li>✓ Created by (your name)</li> <li>✓ Number of Players</li> <li>✓ Brief Description of Each Game Character (1-2 sentences each)</li> <li>✓ Goal of the Game</li> <li>✓ Directions (in 5 or more steps)</li> </ul> | <p>Directions are clear, easy to follow, and typed or written neatly in complete sentences. All required elements are included. Directions include 5 (or more) steps to play the game. They are written with strong word choice to make your game sound exciting and include a few illustrations!</p> | <p>Directions are clear and make sense. Sentences are straightforward and include at least 4 or 5 steps. All required elements are included. The directions have good visual appeal.</p> | <p>Basic sentences explain the game in 3 or more steps. Most of the required elements are included. The directions are written or typed.</p> | <p>More than one element is missing in the directions. The directions leave questions unanswered about how the game is played and don't effectively explain how to play the game. They don't reflect neatness and best effort.</p> |
| <p><b>Conventions:</b> Spelling, capitalization, punctuation, and grammar</p>  | <p>Correct spelling, capitalization, punctuation, and grammar are used throughout!</p>  | <p>Correct spelling, capitalization, punctuation, and grammar are used most of the time.</p>   | <p>Correct spelling, capitalization, punctuation, and grammar are used some of the time.</p>   | <p>Use of correct spelling, capitalization, punctuation, and grammar is limited.</p>   |
| <p>Total Language Arts Score:     /24</p>  |   |  |  |  |

Comments: