English I PROJECT:
CREATE A BOARD GAME BASED ON THE ODYSSEY

Due date: Thursday, October 8, 2015

Your assignment: Milton Bradley is looking for a group of creative students to create a board game based on The Odyssey. Your mission is to create a game that uses the people, places, and things along Odysseus’s journey.

Think about how to create a board game. Think about some old games you might have played (Candyland, Monopoly, Sorry, Chutes and Ladders, Life, etc.).

- What method of “movement” will you use? Dice, cards, spinners, or other?
- What obstacles or problems will you incorporate?
- What instructions do you need to give players?
- See “Things to Think About” below for more ideas.

Requirements:
- Boards should be neat, colorful, interesting, and creative.
- Create at least 20 questions and answers for your game that relate to The Odyssey.
  - Questions should be thoughtful and should review material from Part 1 of The Odyssey unit (Hero’s Journey, Part 1 of Odysseus’s journey, epic similes, epithets, and 3-5 vocabulary words.)
  - Answers must be written on the back of question cards with page # where answer can be found.
- Write directions for your game that would make it perfectly clear how to play. Glue these to the outside/back of the folder.
- Make sure the content and difficulty for the game is appropriate for The Odyssey and our class.

Materials and Specifics
- Each group will receive one (1) file folder, colored paper, and other supplies. Using the file folder, start construction on your board. You may create the board on paper, but it must be glued into the file folder.
  - Students may use an unused pizza box, old board game, shoe box or anything else they find helpful.
- Type the rules into a Google doc and print them out or neatly hand-write them. These will be glued to the outside/back of the file folder (or you can use the inside or the outside of your box, depending on how your game is structured.)
- Game pieces need to be gathered, made, or drawn. Please have a box or bag to keep all pieces together.

Assignment Timeline
We will spend Tuesday & Wednesday planning and creating this project, so please come prepared with any and all materials you need on Tuesday. Games should be finished and ready to play on Thursday, October 8th. You may need to spend some time outside of class working on the project (questions & instructions.) You may collaborate with your classmates on your Google account.

We will present and play all games on Thursday to review and prepare for our final Odyssey exam.
Things to think about

Get out a sheet of paper for brainstorming ideas for your project. Answer these questions.

- Think of an appropriate background (picture or colors) for your board game.
- Consider the layout of various board games such as Candyland, Monopoly, Sorry, etc. Now, sketch your game’s layout on your brainstorming sheet.
- What will you use as game pieces? Think of appropriate people or items for Odysseus’s journey.
- What method of movement will you use? Will players roll dice, toss a coin, spin a spinner?
- What are the obstacles that Odysseus faces on his journey? How might you incorporate them into your project? How many spaces will be on your game board? How will you incorporate your 20 questions?

Group Roles

★ Your group should decide who will do each part.

- Game design and construction (2 students)
- Game instruction manual - typed or neatly handwritten (1 student)
- Questions (and answers) - typed or neatly handwritten (1 student)

■ All students should contribute at least 5 questions, though one member may be the question collector and writer.

Grades:

❖ Students will receive individual grades based on 3 criteria.

➢ 50 points -- Board game - plan, design, assembly, execution- see rubric attached
➢ 25 points -- Questions (Must contain thoughtful test-like questions, not just basic plot)
➢ 25 points -- Participation (each student will be assessed individually on their involvement with the group)
<table>
<thead>
<tr>
<th></th>
<th>10 points</th>
<th>8 points</th>
<th>6 points</th>
<th>4 points</th>
<th>2 points</th>
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</thead>
<tbody>
<tr>
<td><strong>Design &amp; Creativity</strong></td>
<td>Everything is neatly created and directions were followed completely.</td>
<td>Game board is excellent but some parts are a little sloppy.</td>
<td>Game board is complete but 1 or 2 elements are missing and it could be neater.</td>
<td>Most of the directions were ignored and the board is sloppy.</td>
<td>There is a game board but it is not colored and no extra efforts were made at creativity.</td>
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<tr>
<td><strong>Questions</strong></td>
<td>There are 20 questions and answers, and they are well incorporated into the game.</td>
<td>A couple of questions or answers are missing or incorrect.</td>
<td>Some questions are missing OR one could play the game with answering most questions.</td>
<td>Half of the questions are missing OR questions are hardly used in the game.</td>
<td>Many questions are incorrect or missing and very few are required to play the game.</td>
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<tr>
<td><strong>Format &amp; Purpose</strong></td>
<td>The purpose of the game relates directly to the novel and the game board represents the theme.</td>
<td>The purpose closely relates to the novel and the game board somewhat represents the theme.</td>
<td>The purpose partially relates to the novel and the game board doesn’t clearly represent a theme.</td>
<td>The purpose slightly relates to the novel but does not represent a theme.</td>
<td>It is unclear what the purpose and theme of the game are from the appearance.</td>
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<td><strong>Directions</strong></td>
<td>Directions make it perfectly clear how to play the game. They are neatly typed with minimal grammatical errors.</td>
<td>Directions are typed but have 2-3 minor grammatical errors. They are somewhat unclear or 1 step is missing.</td>
<td>There are more than 3 errors. Directions are unclear and 2-3 steps could be added to clarify.</td>
<td>Errors in grammar interfere with understanding of the directions. Much revision is needed.</td>
<td>Complete revision needed. Many steps are missing or incomplete and it is very difficult to understand how to play the game.</td>
</tr>
<tr>
<td><strong>Content &amp; Difficulty</strong></td>
<td>Questions and rules of play are of an appropriate level-- not too difficult and not too easy.</td>
<td>Rules of play are age appropriate but some questions are too easy or too difficult.</td>
<td>Game is a bit too simple for the grade level and some questions are too easy.</td>
<td>Game is very simple and most questions are too easily answered.</td>
<td>Game is not appropriate for the grade level and questions are too easy or too difficult.</td>
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