

Directions for Creating Board Game

Directions: Read the steps to make your board game. Steps 1-7 are required and step 8 is optional. The game is due by February 13th.

1. **Read the book by February 2nd!**
2. **Book Summary:** In your own words, write a **one paragraph** summary so other players will know the story if you not playing with them. (Don't use the summary on the cover :-)
3. **Playing Cards:** Develop the questions and answers for the playing cards that will move the action forward on the game board. To avoid repeating questions during a single game, you will want to have **at least 1 card per space** on the board. Generate lots of questions based on the plot. Think about questions for every part of the plot outline. Questions can be true/false, multiple choice, short answer, or tell the character where to move based on an event. Write the questions on ½ notecards. Decorate the backside with something important in the book.
4. **Game Board:** Plan the board's path and how the board will show the **setting(s) and plot** of the book. To create the board you will create a base (poster board or cardboard) and then:
 - a. cutout and use a pre-made diagram decorated to fit the setting
 - b. Use color blocks glued down to make the path
 - c. Draw the game path (be sure to use a ruler or pattern)
5. **Pieces:** Decide on the maximum number of players (for small board 3-6). Create game pieces for the **characters** in the books. You can create them with anything that will fit in the spaces and be easily moved by the players. You can use: stiff paper, cardboard, Shrinky Dink plastic, salt dough etc. Suggestion to assist players to visually know whose piece belongs to who: make each a different color, shape, or draw the character. or just add character names.
6. **Die/Spinner:** Decide how players will decide who goes first and how they will move forward. Often a die/dice are used or a spinner to tell how many spaces.
7. **Game Rules:** Write a brief set of direction that will accompany the game. It should tell the objective of the game, how a player wins, and other rules about moving.
8. This way others can play your game when you are not playing with them. Keep them simple!! (see samples)
9. **Storage Box:** Locate a box that will fit your game board (possible folded in half). You can place the board, cards die/spinner and pieces in the box.