**Board Game Project**

You are going to work in groups of 3-4 to create a board game that reviews everything (or anything!) we have learned this year and last in Spanish 1. Keep in mind that board games are fun, interactive, and structured. Use your creativity to think of ways to review Spanish in board game form!

**Group Member Roles**

Each group member will be assigned a specific role in the group. Decide among your group who will be assigned each role and write their name on the line for each role. Groups of 3 will have a Reader/Monitor. Other students may assist in these roles, but the student assigned has the ultimate responsibility for completion.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Artist: draws, designs the layout of the board game, colors, makes the playing pieces, makes the artistic decisions.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Scribe #1: works with Scribe #2 to write the 30 questions and Answer Key. Must have neat handwriting!

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Scribe #2: works with Scribe #1 to write the 30 questions and Answer Key. Must have neat handwriting!

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Scribe #3: writes the rules for the game. Also works with Scribes #1 and #2 to help make the question cards.

**Checklist**

* Design and make a board game. Make a rough draft on computer or lined paper first. There should be an EMPIEZO and FIN box connected by at least a 25-space path. Be creative with your board! **See the Board Game List below for ideas.**
* Make a name for your game.
* Make up 30 questions that relate to any vocabulary or grammar you have learned. Write a rough draft first. **See the Question Types suggestions below.**
* Make your answer key. Write out all your questions with answers (or possible answers) and write ANSWER KEY at the top. Glue this to a piece of construction paper to make it sturdier.
* Make up and write the rules for the game. Be creative! Think about:
  + What is the OBJECT of the game?
  + What EQUIPMENT will be necessary to play? Dice? Cards? Game board?
  + How do you SET UP the game? How do you decide who takes the first turn?
  + What are the RULES OF PLAY? How does a player move around the board? Are there dice or do players draw cards that tell them how far they can move? Can a player jump ahead somehow? Are there penalties for wrong answers? How many players can play?
* Create the final draft of your board game using construction paper or cardboard.
* Create your question cards. Write your questions NEATLY on 3”x5” index cards cut in half.
* Make the playing pieces and anything else you need to play your board game.
* Play your game through. Adjust as needed.
* Decorate the board with art that relates to the vocabulary.

**Grading Rubric**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Category** | **Excellent**  **10 points max** | **Good**  **8 points max** | **Average**  **6 points max** | **Poor**  **4 points max** |
| **Application of Knowledge** | All information made for the game is correct, applied in an excellent playable way and demonstrates vast grasp of subject. | All information made for the game is correct, relates to Spanish 1, applied in a good way and demonstrates students’ grasp of the subject. | Most information made for the game is correct, relates to Spanish 1, applied in a playable way and demonstrates basic understanding of knowledge. | Some information made for the game is correct, somewhat relates to Spanish 1, applied in an unplayable way and demonstrates little grasp of subject matter. |
| **Attractiveness** | The game board, all game pieces, and any other game related object is colorful, unique, neat, and has wonderful visual appeal. | The game board, all game pieces, and any other game related object is colorful, neat, and has visual appeal. | The game board and most of the game related objects are colorful, neat, and a mediocre value. | The game board and the game pieces are somewhat colorful, scattered design, and little to no appeal. |
| **Creativity** | The group out a lot of thought and great strides into making the game interesting and fun to play as shown by creative design, game pieces and/or game objective. | The group put some thought and some effort into making the game interesting and fun to play as shown by creative design, game pieces and/or game objective. | The group tried to make the game interesting and fun, but some of the things made it harder to understand/enjoy the game. | Little thought was put into making the game interesting or fun. |
| **Grammar, Punctuation, and Spelling** | 1-3 errors (or none) on board, rules, directions, cards, or any other part of the game. | 4-6 errors on board, rules, directions, cards, or any other part of the game. | 7-10 errors on board, rules, directions, cards, or any other part of the game. | More than 10 errors on the board, rules, directions, cards, or any other part of the game. |
| **Rules** | Rules and directions were neatly written and easily understandable to all players. | Rules and directions were neatly written and mostly understandable so that all could easily participate with little confusion. | Rules and directions were somewhat neatly written and somewhat understandable so that players could participate with some confusion. | The rules and directions were poorly written or not written at all. The game is challenging to understand. |
| **Board Game Layout** | Board game has at least a 25-space path with a clear EMPIEZO and FIN. | Board game has a 20-24 space path. EMPIEZO and FIN are clearly labeled. | Board game has 16-19 spaces on the path. EMPIEZO and FIN might not be clearly labeled. | Board game has 15 spaces or less or spaces are not clear. The EMPIEZO and FIN are not clear. |
| **Playing Cards** | At least 50 thoughtful question cards are neatly written. All cards are clearly related to Spanish 1. | 45-49 playing cards are neatly written. All cards are neatly written and relevant to Spanish 1. | 40-44 playing cards have been created for this board game. Not all cards may be neatly written or relevant to Spanish 1. | Less than 40 playing cards have been written. Cards may be hard to read, or unrelated to Spanish 1. |

* Each group will earn up to 70 points for their board game. Every ground member will receive the same grade.
* Group members will evaluate each other’s performance upon completing the board game.
* Different groups will evaluate each other’s board games as well.

**Board Game List**

Suggestions for a layout or rules you might want to consider from well-known board games.

* Candy Land
  + Twisty-turny layout
* Monopoly
  + Square layout
  + There is a “jail” players have to go to at any point
* Chutes and Ladders
  + Players might go far ahead or back depending on the space they land on

**Question Types** *(these are only examples)*

* Translation
  + ¿Cómo se dice “I like to ride my bike”?
* Fill in the blank
  + Me gusta \_\_\_\_\_ en bicicleta
* Selected Reponse
  + Me gusta \_\_\_\_\_ en bicicleta

A. montar

B. monto

C. montas

D. monta

* Situation / open-ended
  + You are at a restaurant and you want to order dinner. What do you tell the waiter?
  + State three foods you want for dinner.
* Fact / Culture Questions
  + What is the capital of Spain?

**Possible Spanish Topics**

* introductory information (¿Cómo te llamas?, ¿Cómo estás?)
* adjectives (alto, bajo, simpático, alto vs alta vs altos vs altas)
* things and activities you like (me gusta el helado, me gusta practicar deportes)
* weather expressions (hace sol, nieva)
* present tense –AR, -ER, -IR verbs (nado, nadas, nada, nadamos, nadan)
* school vocabulary (el bolígrafo, el español, el auditorio)
* la familia vocabulary (padre, sobrino)
* chores vocabulary (pasar la aspiradora, lavar los platos)
* food vocabulary (el pollo, las espinacas)
* restaurant verbs (probar, pedir)
* ser vs estar
* reflexive verbs (yo me despierto, tú te acuestas)
* body parts vocabulary (las piernas, la nariz)
* clothing vocabulary (la camisa, los pantalones)
* numbers up to 1,000,000
* the preterite tense (yo compré, tú hablaste)
* culture questions (What is the capital of Spain?, What is a *coquí*?)
* future tense
* pasatiempos
* ir de compras (la tienda, el Mercado, el centro comercial, etc.)
* imperfect tense
* present continous….etc