

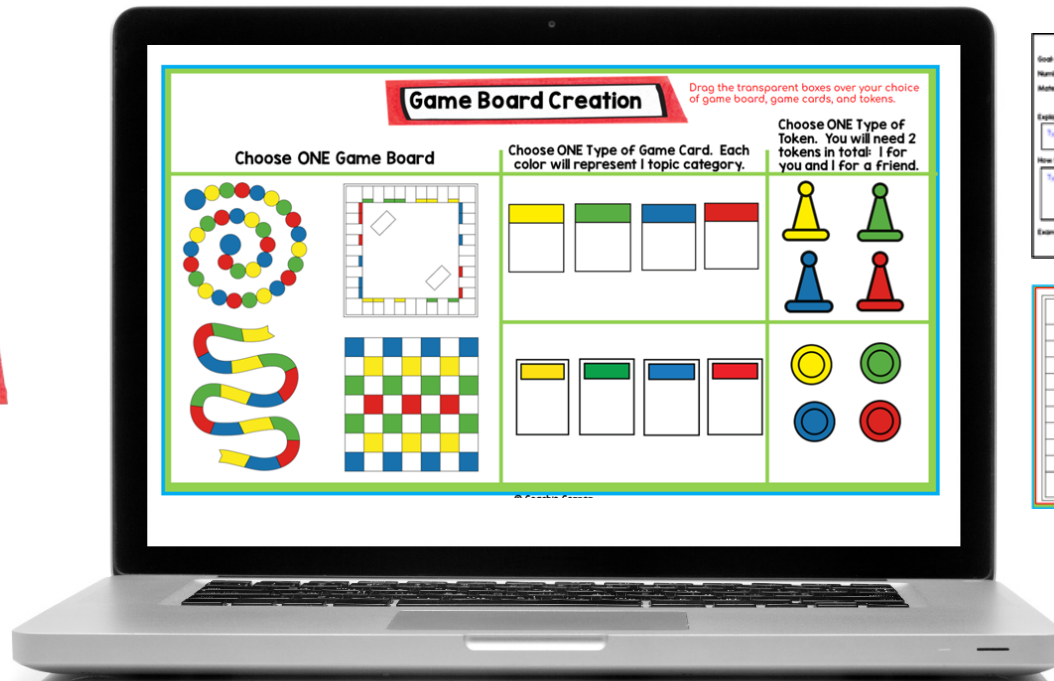
Make Your Own *Digital* Board Game

End of the Year Review

roll again

WINNER!

family fun



Instructions for: Name of Game

Goal:

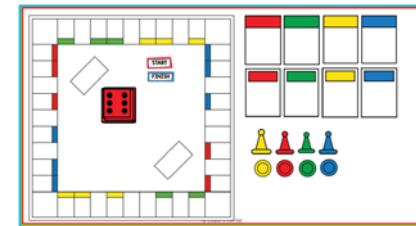
Number of Players: Age Range:

Materials: Set Up Instructions:

Explanation of Game Cards:

How to Play:

Examples of a Turn: Variations:



For Use with Google Classroom™



Students Can Use Google Read & Write



Students can listen to text.

Great for year end review!



Students can type in text



Perfect for distance learning!



Step by step instructions



Assessment Rubric

Teacher May Drag Transparent Boxes over Levels to Indicate Achievement

Board Game Rubric				
	Level 1	Level 2	Level 3	Level 4
<u>Game Layout</u> <ul style="list-style-type: none"> Game board is easy to understand Attractive layout Neat Good use of color and space Includes all necessary materials (ie. dice) 	<ul style="list-style-type: none"> Game board is confusing Many materials used and space used somewhat effectively Needs to be neater 	<ul style="list-style-type: none"> Many aspects of the game board are confusing Missing some materials Color OR space used with effectiveness Some sections are neat 	<ul style="list-style-type: none"> Game board is easy to understand Most materials are included Good use of color & space neat 	<ul style="list-style-type: none"> Layout is very easy to understand All materials are included Meaningful use of color & space Very neat
<u>Game Instructions</u> <ul style="list-style-type: none"> Easy to understand Uses subtitles Neatly written Few, if any, spelling or grammar errors 	<ul style="list-style-type: none"> Instructions are difficult to understand Little or no use of subtitles Could be neater Many spelling and/or grammar errors 	<ul style="list-style-type: none"> Instructions are easy to understand at times Some use of subtitles Some sections are neat Some spelling or grammar errors 	<ul style="list-style-type: none"> Instructions are easy to understand Subtitles Neat Few spelling and/or grammar errors 	<ul style="list-style-type: none"> Instructions are very clear and concise Good use of subtitles Very neat Almost no spelling and/or grammar errors
<u>Game Cards</u> <ul style="list-style-type: none"> Questions are related to topic Question are not too hard or easy Adequate # of questions Correct answers are provided 	<ul style="list-style-type: none"> Question not clearly related to game topic Questions are too easy or too difficult Too few questions Questions lack correct answers 	<ul style="list-style-type: none"> Some questions clearly related to game topic Some questions at appropriate level of difficulty Too few questions Many questions lack correct answers 	<ul style="list-style-type: none"> Most questions related to game topic Most questions at appropriate level of difficulty Adequate number of questions Most questions have correct answers 	<ul style="list-style-type: none"> All questions clearly related to game topic All questions at appropriate level of difficulty More than enough questions provided All questions have correct answers

Students: This is the rubric your teacher will be using to assess your board game.

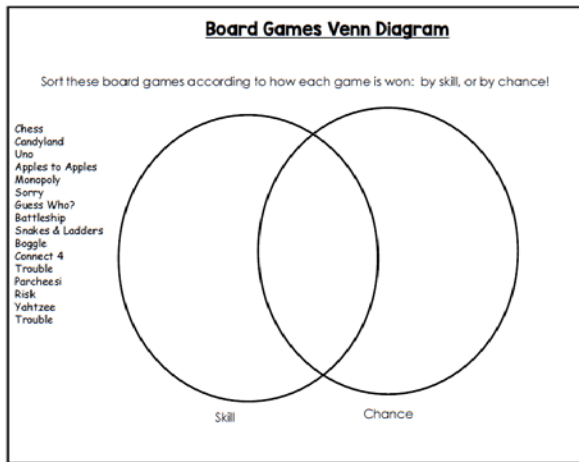
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Teachers: This rubric is identical to the version I included in the regular (PDF) version of this resource. It is completely editable, so feel free to change whatever you feel is necessary for your particular students. USE THE TRANSPARENT BOXES TO THE LEFT HAND SIDE OF THE SCREEN TO ASSESS EACH LEVEL OF THE RUBRIC.

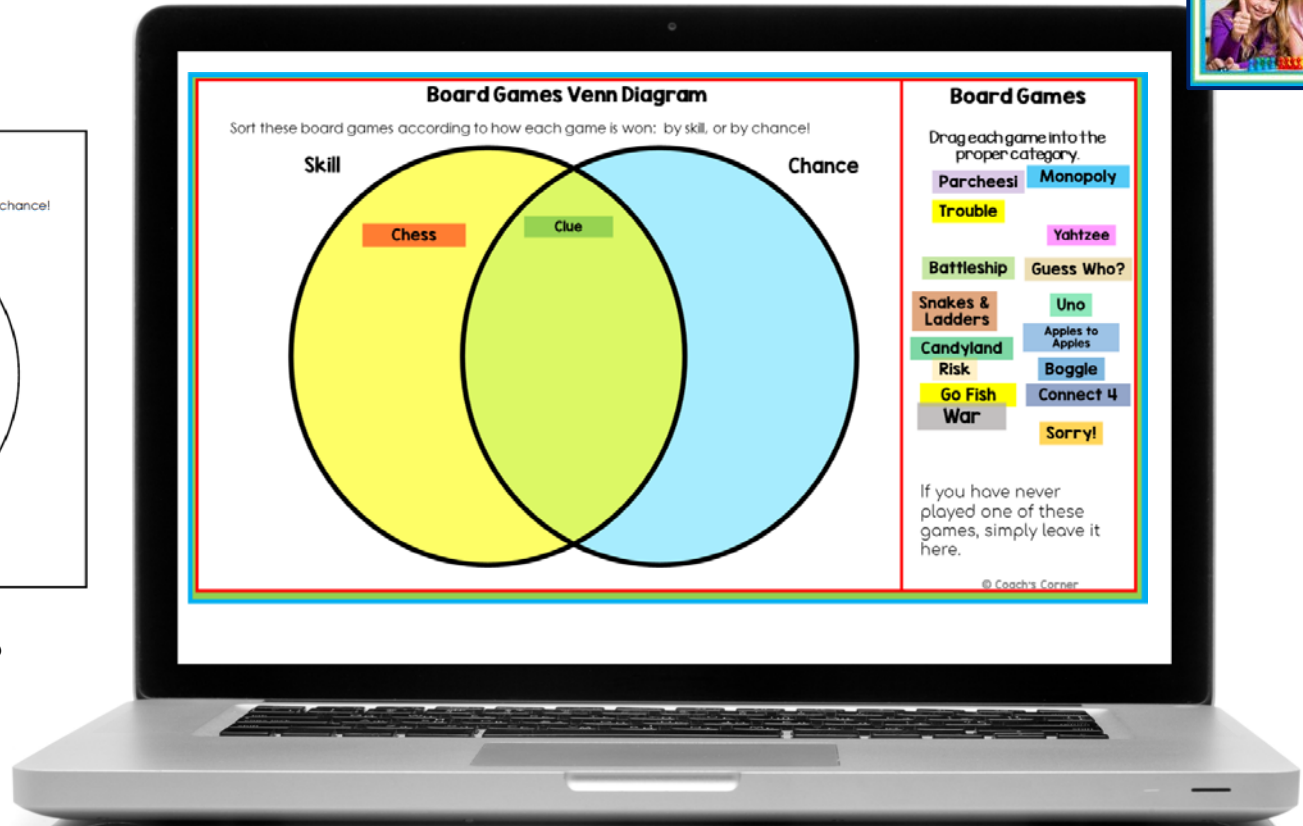
Helpful Teacher Tips



Activities Adapted from Full Unit



Full Unit: Students copy game titles onto Venn diagram.



Digital Unit: Students sort games by dragging titles onto Venn diagram.

Can be Used for Independent Work or Enrichment



Build Your Own Board Game End of Year Activity

For Use with Google Classroom

Instructions & Answer Key for Teachers

Teachers:

If this is your first time purchasing a digital resource from my **Coach's Corner** store on TPT, you may appreciate some help in assigning this unit to your students.

Please let me know if there are any issues with this resource by emailing me directly at: coachsteachingcorner@gmail.com

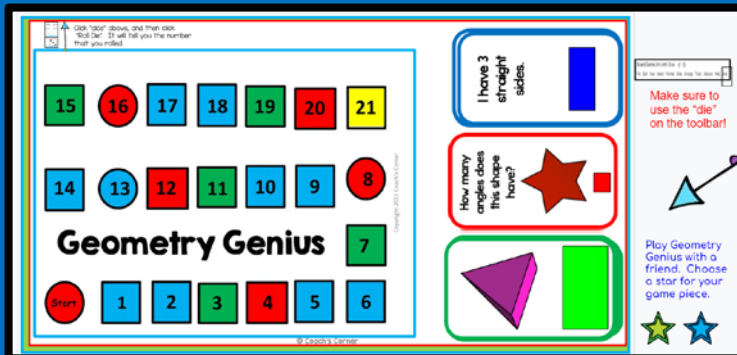
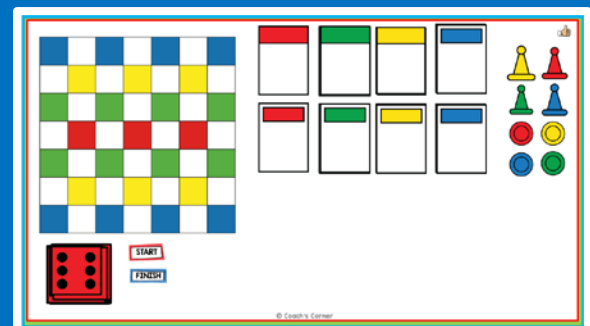
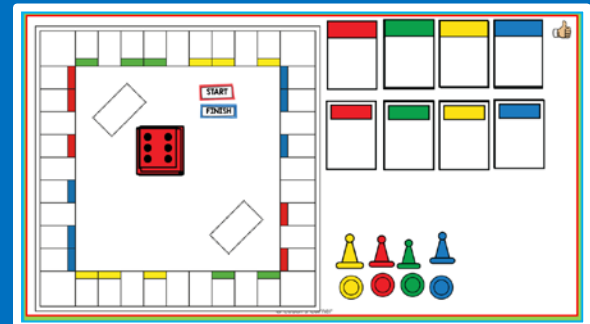
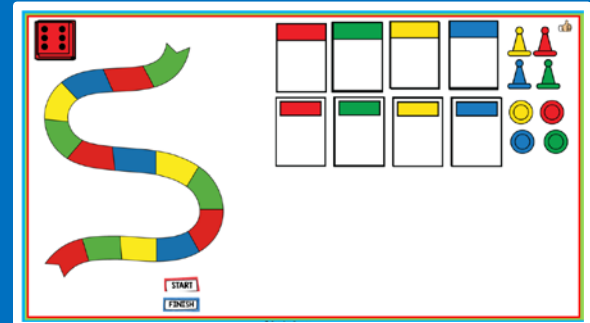
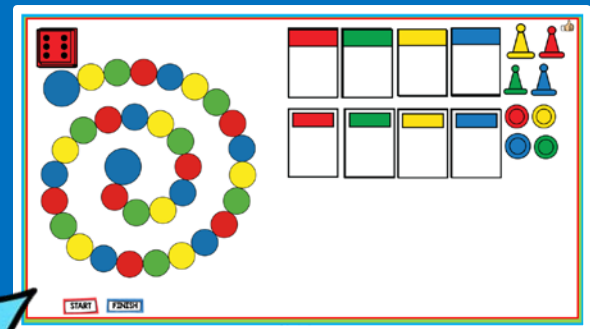


For Use with Google Classroom™

Using Google Slides™

Instruction &
Answer Key
Booklet in
printable PDF
form

Students choose
from
4 different board
game layouts
2 types of game
cards,
& 2 types of game
tokens!

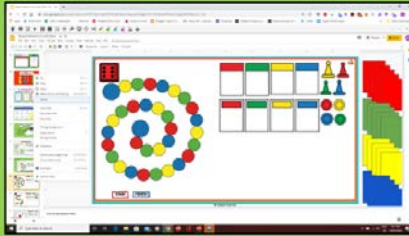


Students try
out a
pre-made
example game.

Detailed Instructions with Screenshots

1. Choose a Game Board

The next 4 slides each contain a different game board. Delete the three boards that you **WON'T** be using.
 -Click on the left hand side of the screen.
 -Right click on each slide you want to delete.
 -Click on "cut". The slide will disappear!



2. Choose 2 Game Tokens

Decide which 2 game tokens you want to use in the game. Delete the other 6 tokens.
 • Right click on each token you don't want.
 • Click "cut". The token will disappear!



3. Choose Game Cards

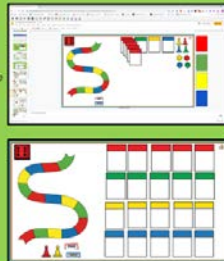
Decide which style of game cards you will use: the top row or the bottom row.
 Delete the 4 game cards you will not use.
 • Right click on each game card color. After you click "cut" and it will disappear!
 • NOTE: there are 5 copies of each game card color. After you click "cut" to get rid of a card, you will see that there are more underneath that one. Just continue deleting (cutting) all the cards you don't want until they have been removed. You will be left with one row of cards.



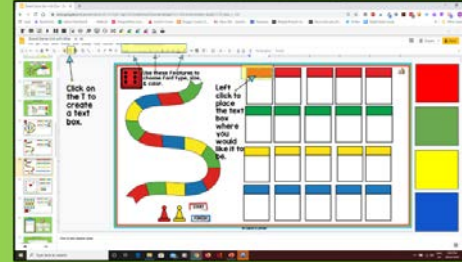
4. Organize Game Cards

Left click on each game card. Drag it to where you would like it to go on the slide.

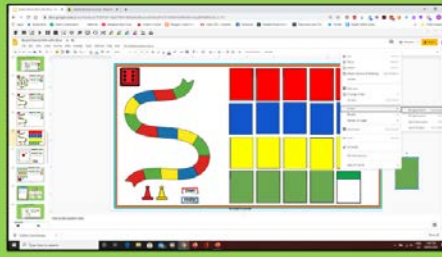
There are 5 copies of each card. You can use all of the cards, or delete any copies you don't want.



5. Create Text Boxes



6. Cover Game Cards



7. Add Your Game Title

1. Create a new text box.
2. Choose the type of font, font size, and colour. Type the title of your board game.



8. Make Duplicates of Your Game Before You Start to Play!!!!



9. Add "START" and "FINISH"

Locate the START and FINISH labels on your game board.

Drag the START and FINISH labels where you would like them to be. You can change the locations in other rounds!



10. Write Game Instructions

On the next slide write the instructions for your game. Read the example before you start!

Example Only



Play the Game!

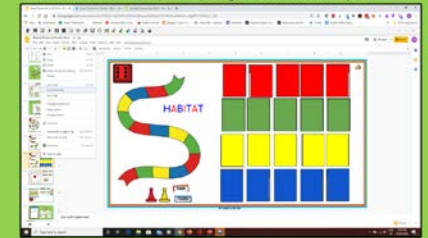
1. Choose a friend to play the game with.
2. Each player chooses their game token and places it at start.
3. The first player removes the top die and moves their token accordingly.
4. The player must answer a question. If he lands on a yellow space, he must answer a yellow card. The other player can drag the card cover up to reveal the question.



NOTE: After each die is used, it can be "cut" OR simply moved over to the side of the slide.

12. Play Another Round (if you have time!)

After you have played the first round, you may play another round. You should have extra copies of your game board from Step 8!





Structure

1. Skill or Chance: Sorting Games by How They Are Won
2. Reading Game Instructions
3. Learning about Board Game Design
4. Choosing a Game Theme
5. Board Game Rubric
6. Creating Your Board Game
 - Choosing a Game Board, Tokens, and Game Cards
 - Creating Game Questions/Answers
 - Writing Game Instructions
 - Playing Your Game!!

1. Skill or Chance: Sorting Games by How They Are Won
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Reading Board Game Instructions

Board Game Text Feature	Non-Board Game Text Feature

Text Features:

- Captions
- Rules
- List of characters
- Table of Contents
- Index
- List of materials
- Age range
- Price
- Photographs
- Set-up
- Narrator
- Goal
- How to Play
- Variations

Your Task	Your Observations
<p>Now it's time for you to look carefully at some of the board games in your home or classroom.</p> <p>Gather a few board games together, looking at:</p> <ul style="list-style-type: none"> • Layout • Any spinners, dice, or other device for players to move along the game board • Game cards • Money or other items collected as players progress through the game • Use of colours and shapes • Clear indications of where players start and finish the game • Any other physical features 	<p>Think about the board games you looked at. What have you noticed about the way they were designed?</p> <p>Answer here</p>

My Game Topic: Type here

Type topic or question	Type category	Type category	Type category

Category Topics



- Choose 4 sub-topics (categories) for your game.
- Type each category at the top of one of the columns in the chart.
- Write possible questions in the spaces under each category.



These questions will be used in your board game!

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Game Board Creation





Choose ONE Game Board















Choose ONE Type of Token. You will need tokens in total 1 for you and 1 for a friend.

Drop the transparent boxes over your choice of game board, game token, and token color.

[illegible]

Instructions For: <input type="text" value="Type Name of Game"/>		<input type="text" value="Name of Game"/>
Goal: <input type="text" value="Type Goal of Game"/>		
Number of Players: <input type="text" value="Type here"/>	Age Range: <input type="text" value="Type here"/>	
Materials: <input type="text" value="Type here"/>	Set Up Instructions: <input type="text" value="Type here"/>	
Explanation of Game Cards:		
<input type="text" value="Type here"/>		
How to Play:		
<input type="text" value="Type here"/>		
Examples of a "Turn": <input type="text" value="Type here"/>	Variations: <input type="text" value="Type here"/>	

Game Topic Ideas

Today you are going to be choosing a topic, or theme, for your board game. Think about the subjects our class has studied this year such as habitats or government. Make a list here.

- Type your list here. Include at least 5 subject areas.

Choose one of the subjects or topics from your list for your game theme. Those of some "sub-topics" for your game. For example, in *Geography Genius* the main subject was geography, but the sub-topics were:

- 2 Dimensional Shapes
- 3 Dimensional Shapes
- Types of Angles

Game Topic: Type here

Sub-Topics:

- Type a list of your subtopics here

Day 4: Choosing A Game Theme

Rocks and Minerals
 Early Societies
 Fractions & Decimals
 Space
 Books We Have Read
 Middle Ages
 Metric Conversions
 Habitats
 Healthy Eating