

# Design Your Own Board Game

End of the Year Review Activity  
Printable & Digital Bundle



Create Your Own Board Game Unit,  
Perfect for an End-of-the-Year Project!

This printable + digital  
bundle allows some  
students to create  
their board games  
with paper, while  
others can make a  
digital board game.  
All students can work  
through the lessons  
together!

# Students explore:

- ✓ how familiar board games are designed.
- ✓ procedural writing (clear, organized instructions).
- ✓ how to choose an appropriate game theme.
- ✓ how to choose an appropriate gameboard for their particular game.
- ✓ how to write engaging game questions and answers.
- ✓ how to create their board games.
- ✓ how to advertise their games!

# **11 Days of Activities**

- 1. Introduction (Exploring Board Games)**
- 2. Reading Board Game Instructions**
- 3. Board Game Physical Design**
- 4. Choosing a Game Topic**
- 5. Group Member Assignments**
- 6. Game Set-Up**
- 7. Game Creation**
- 8. Game Trials**
- 9. Good Copies of Games**
- 10. Advertising**
- 11. Game Day!!**



# I Remember That!

An "End of the Year" Create-Your-Own  
Board Game Review Project for Gr. 4-6



# Lesson Plans

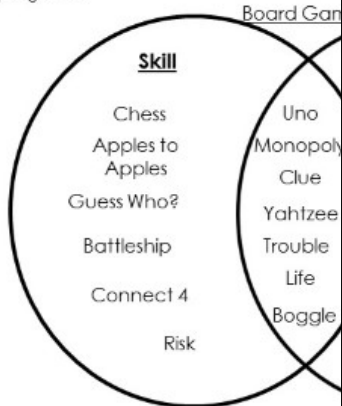
## Day One: Introduction

### Materials:

- variety of board games, such as chess, Monopoly, Uno, Apples to Apples, Clue, Yahtzee, Trouble, Life, Boggle, Connect 4, Risk
- chart paper
- markers

### Instructions:

1. Ask students what board games they are familiar with. Have them write the name of the game on a piece of chart paper, or interactive whiteboard, and list the skills and general experiences with different types of board games.
2. Put students in groups of 3-4 each, and give each group about 15 minutes for a short game.
3. Have students rotate to one (or more, depending on time) and again allow about 15 minutes for students to play a different game.
4. Have students discuss which games were based on skill, chance, or a combination of both. Many board games involve both chance and skill. Have students understand what "skill" and "chance" mean.
5. Create a Venn Diagram such as the one below, and have students list the games they are familiar with, as well as others they are familiar with. Use the Board Games Venn Diagram and have them put up together.



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## Day 2: Reading Game Instructions

### Materials:

- variety of board game instructions (you may want to make copies of some)
- Board Game Checklist - enlarged on chart paper or on interactive whiteboard
- Board Game Checklist - 1 per pair of students
- Chart Paper & Markers or interactive whiteboard
- Geometry Genius! game board & instruction sheet (provided in this resource) - 1 per student OR displayed on an interactive whiteboard

### Instructions:

1. Distribute the Geometry Genius! game board & instruction sheet. Have students display them on the interactive whiteboard, or on chart paper in your classroom, and enlarge them.
2. Read and discuss the instructions. **Number of Players, Age Range, and Game Form.** Have students explain why the game board instructions are important.
3. Have students explain why the game board instructions are important.
4. Ask students if they feel the instructions should be changed. In order to do this, they must first understand the instructions. Add their comments in the Board Game Checklist.
5. Explain that students will be working in pairs to create their own board game. Then to:
  - identify text features
  - give their opinions about the instructions
6. Have students choose part of the Board Game Checklist.
7. Have board games set out on the desks to read the game instructions. Have students play the board game, testing out the instructions. Have students discuss what they learned from the game.
8. Cooperatively create a class board game. Have students list the features that you would like to see in the board game. Have the students themselves prominently displayed in the classroom.
9. If time remains, you may want to have students work in pairs to include in their own game board.



## Day Ten: Advertising!

### Materials:

- magazines, particularly those targeted at children and teenagers
- scissors, glue
- 5 large sheets of paper entitled: Bandwagon, Testimonial, Repetition, Emotional Appeal, and Slogan
- 9" X 12" white tagboard
- pencil crayons, markers, etc.

### Instructions:

1. Put the large sheets of paper around the room, and discuss the advertising techniques used by companies to market their products. You may want to show your class this slideshare presentation found online at: <http://www.slideshare.net/zenda55/persuasion-through-advertisement>. If you are unable to show the presentation, briefly explain each of the 5 advertising techniques:
  - Bandwagon:** The product is described as being popular with everyone. Potential buyers might not want to be left out!
  - Testimonial:** A famous person might be shown or quoted as supporting a particular product. For example, a famous basketball player might appear in advertisements for basketball shoes.
  - Emotional Appeal:** The language and images being shown that are meant to cause strong emotions in viewers.
  - Repetition:** A product's name might be repeated many times, to engrain it into people's brains.
  - Slogan:** A company might use a short slogan, such as "Just Do It" to associate with a product.
2. Ask students to work in pairs, looking through magazines for examples of the various advertising techniques. Each pair should try to find and cut out at least 2 advertisements, and then glue them on the appropriate sheet of paper displayed in the classroom. Allow about 10 minutes for this activity.
3. Discuss the various advertisements found by the students. How could they use one of these techniques to create a print advertisement for their board games? Which techniques would be most effective in persuading fellow students to try their game? If there is another classroom in the school that would be willing to try out the games, they could also serve as an audience for the advertisements your students are about to create.
4. Explain to students that they will be working within their groups to create a small advertisement that will be displayed by their board games, to persuade other students to try the games out. Advertisements should:
  - be bold & bright
  - clearly show the name of the game
  - use one of the advertising techniques shown in today's lesson
5. Allow students the rest of the period to work on their advertisements.

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# Organizers

## Board Game Planning Sheet

Game Board Designers:

Game Writers:

Game Card Creators:

Topic of Board Game: Canadian Government  
Categories:

Elections	Symbols of Canada	Become a Canadian Citizen
voting age	inukshuk	citizenship
federal elections – every 5 years	maple leaf	permanent resident
voter registration card	Peace Tower	immigrant
ridings	RCMP	sponsor
political parties	beaver	Oath of Citizenship
platform	Canadian Mint	emigrant
debate	Supreme Court of Canada	proof of residence
ballot	flag	
advance poll		

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## Board Game Planning Sheet

Game Board Designers:

Game Writers:

Game Card Creators:

Topic of Board Game: \_\_\_\_\_

[illegible]

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# Sample Game

## Geometry Genius Instructions

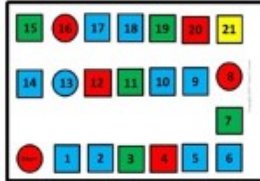
Goal: To reach "21" on the game board first.

Number of Players: 2-4

Ages: 8-12

Equipment: - Geometry Genius game board

- blue "2D" game cards
- green "3D" game cards
- red "Angles" game cards
- 1 die
- tokens (bingo chips, cubes, etc.)



This game can be printed and played in groups to give all students a common game experience before creating their own activity!

Game

- Blue
- th
- Ge
- th
- Re

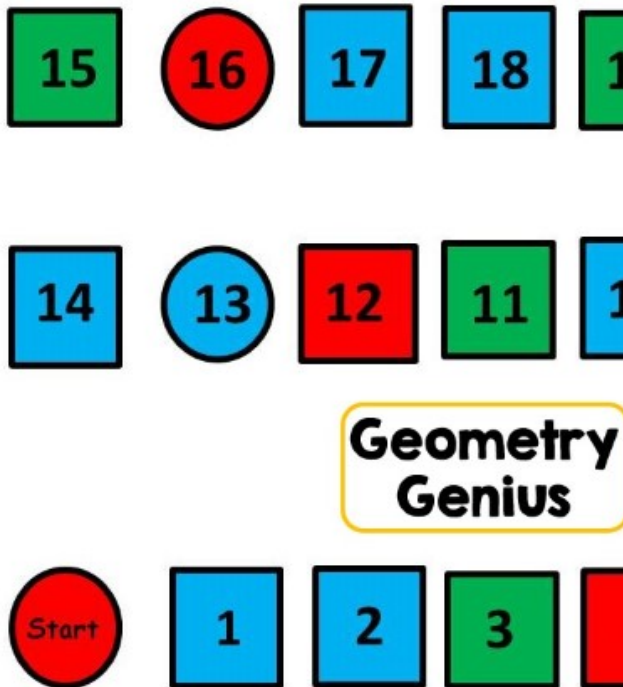
Set-U

- Pla
- Ed

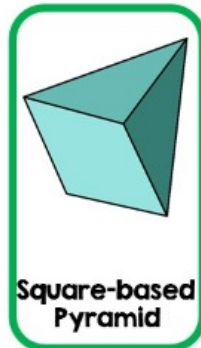
How

1. E
2. Th
3. W
4. A
5. If
6. C

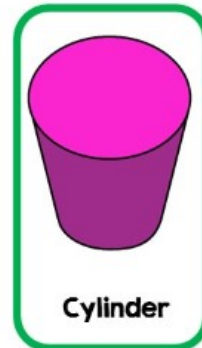
Var



## 3D Game Cards



Square-based  
Pyramid

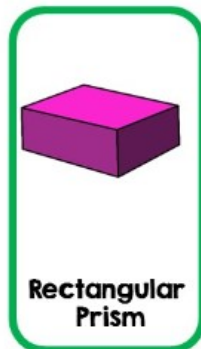


Cylinder

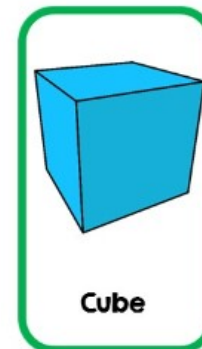


Hexagonal  
Pyramid

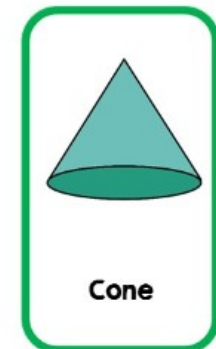
Trian



Rectangular  
Prism



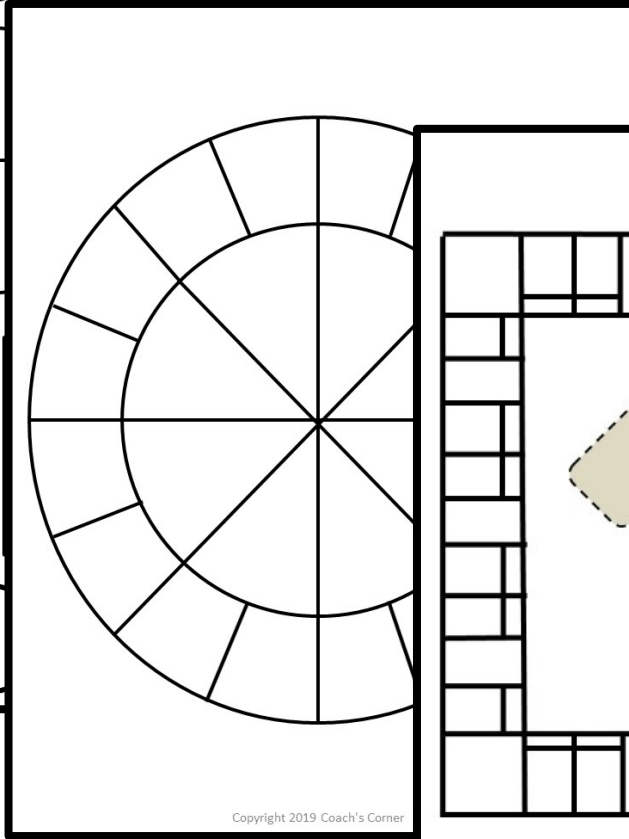
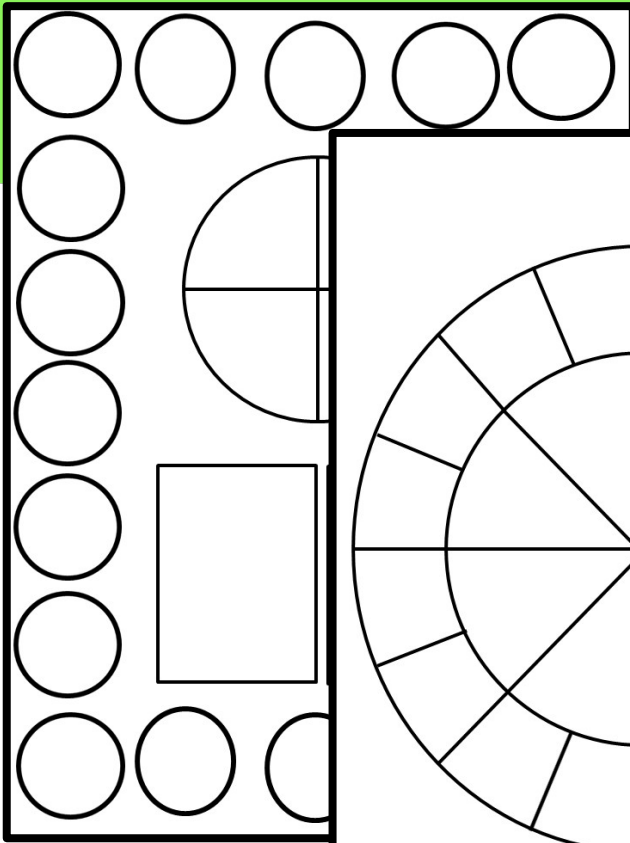
Cube



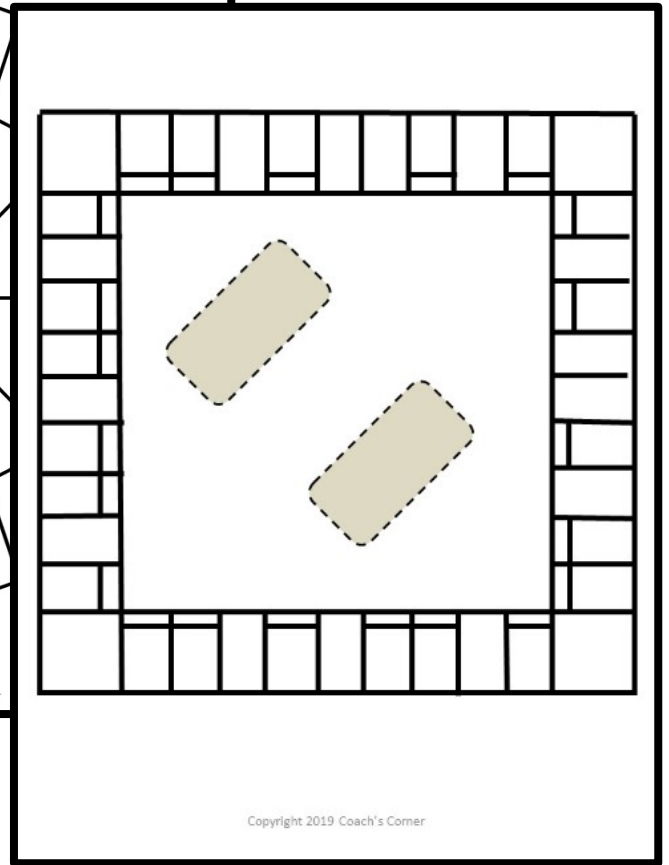
Cone



# 10 Gameboards

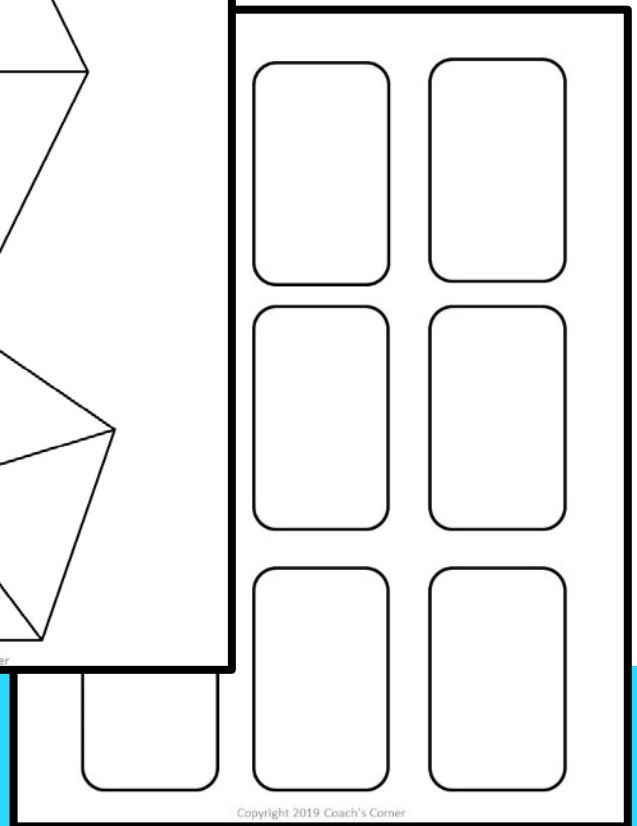
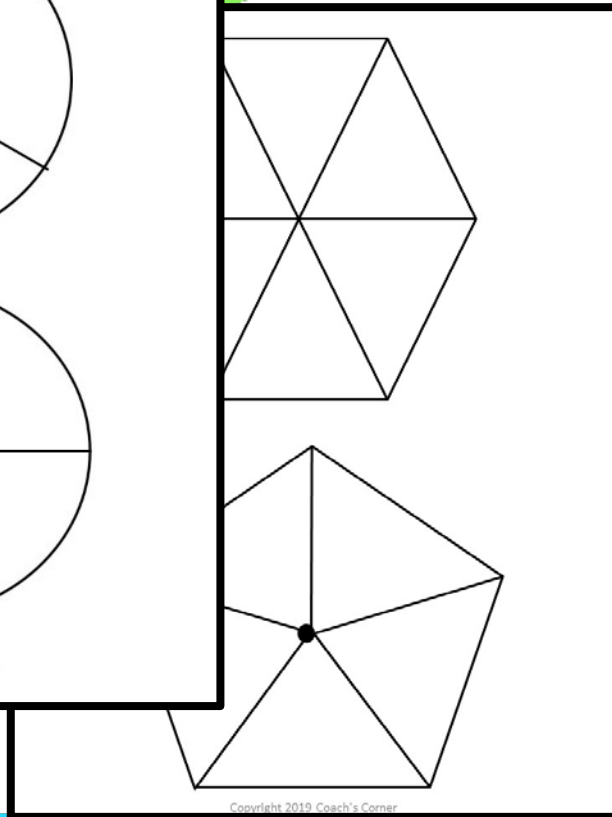
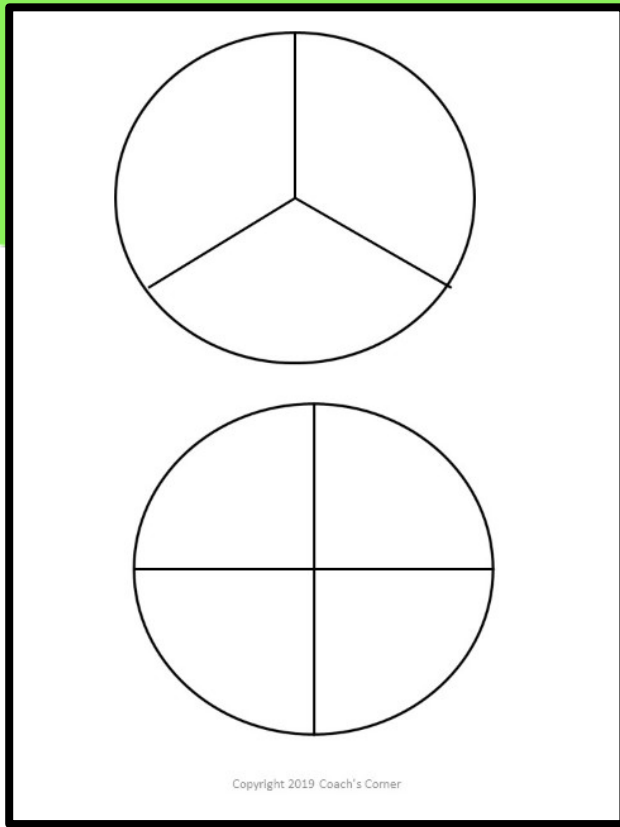


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# Spinners & Game Cards



# Assessment

## Board Game Stars & Wishes

Name of Board Game: \_\_\_\_\_



Two things we like about the game are:

1. \_\_\_\_\_

2. \_\_\_\_\_



Two things we think could be changed are:

1. \_\_\_\_\_

2. \_\_\_\_\_

## Board Game Stars & Wishes

Name of Board Game: \_\_\_\_\_



Two things we like about the game are:

1. \_\_\_\_\_

2. \_\_\_\_\_



Two things we think could be changed are:

1. \_\_\_\_\_

2. \_\_\_\_\_

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## Board Game Rubric:

Title of Game: \_\_\_\_\_

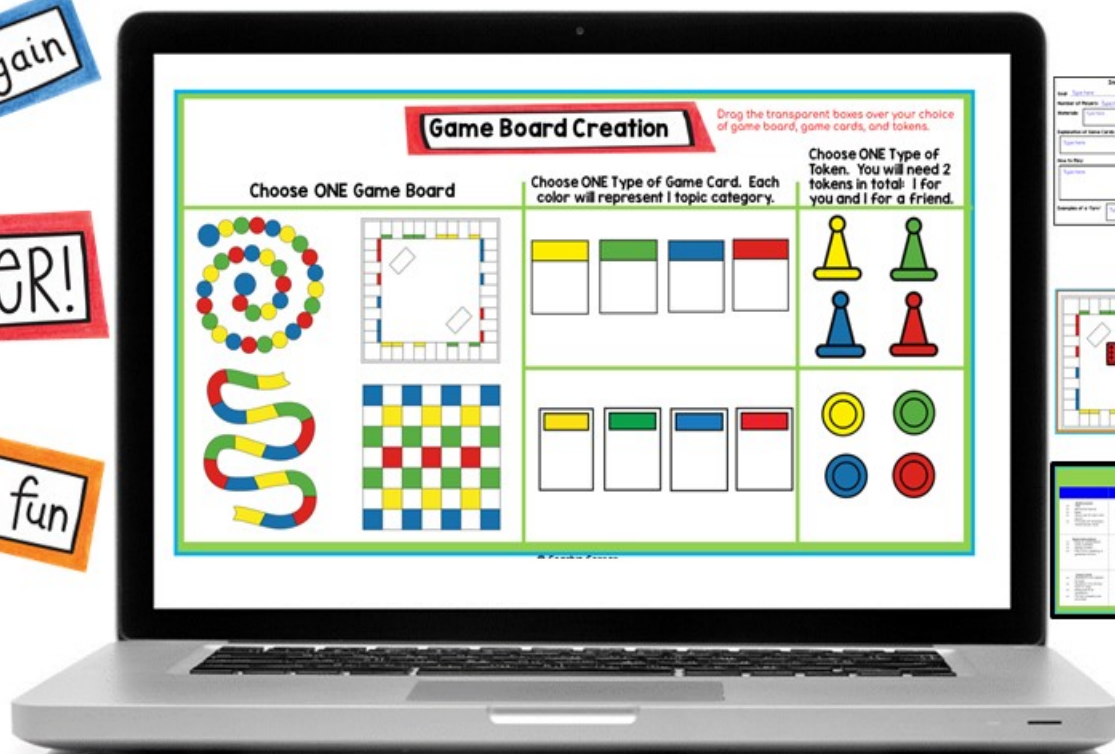
Group Members: \_\_\_\_\_

	Level 1	Level 2	Level 3	Level 4
<u>Game Layout</u> <ul style="list-style-type: none"> <li>• title</li> <li>• attractive layout</li> <li>• neat</li> <li>• good use of color and space</li> <li>• include all necessary materials (i.e. dice, spinner, etc.)</li> </ul>	<ul style="list-style-type: none"> <li>• game board is confusing</li> <li>• missing many materials</li> <li>• color and space used somewhat effectively</li> <li>• needs to be neater</li> </ul>	<ul style="list-style-type: none"> <li>• many aspects of the game board are confusing</li> <li>• missing some materials</li> <li>• color OR space used with effectiveness</li> <li>• some sections are neat</li> </ul>	<ul style="list-style-type: none"> <li>• game board is easy to understand, for the most part</li> <li>• most materials included</li> <li>• good use of color and space</li> <li>• neat</li> </ul>	<ul style="list-style-type: none"> <li>• layout is easy to understand</li> <li>• all materials included</li> <li>• meaningful use of color &amp; space</li> <li>• very neat</li> </ul>
<u>Game Instructions</u> <ul style="list-style-type: none"> <li>• easy to understand</li> <li>• uses subtitles</li> <li>• neatly written</li> <li>• few, if any, spelling or grammar errors</li> </ul>	<ul style="list-style-type: none"> <li>• Instructions are difficult to understand</li> <li>• little or no use of subtitles</li> <li>• could be neater</li> <li>• many spelling and/or grammar errors</li> </ul>	<ul style="list-style-type: none"> <li>• Instructions are easy to understand at times</li> <li>• some use of subtitles.</li> <li>• some sections are neat</li> <li>• some spelling or grammar errors.</li> </ul>	<ul style="list-style-type: none"> <li>• Instructions are easy to understand</li> <li>• subtitles</li> <li>• neat</li> <li>• few spelling and/or grammar errors</li> </ul>	<ul style="list-style-type: none"> <li>• Instructions are very clear and concise</li> <li>• good use of subtitles</li> <li>• very neat</li> <li>• almost no spelling and/or grammar errors</li> </ul>
<u>Game Cards</u> <ul style="list-style-type: none"> <li>• questions focus on the game topic</li> <li>• questions are not too hard or easy</li> <li>• adequate number of questions</li> <li>• all questions have correct answers provided</li> </ul>	<ul style="list-style-type: none"> <li>• questions not clearly related to game topic</li> <li>• too easy or too difficult for age range</li> <li>• too few questions</li> <li>• questions lack correct answers</li> </ul>	<ul style="list-style-type: none"> <li>• some questions clearly related to game topic</li> <li>• some questions at appropriate level of difficulty</li> <li>• too few questions</li> <li>• many questions lack correct answers</li> </ul>	<ul style="list-style-type: none"> <li>• most questions related to game topic</li> <li>• most questions at appropriate level of difficulty</li> <li>• adequate number of questions</li> <li>• most questions have correct answers</li> </ul>	<ul style="list-style-type: none"> <li>• all questions clearly related to game topic</li> <li>• all questions at appropriate level of difficulty</li> <li>• more than enough questions provided</li> <li>• all questions have correct answers</li> </ul>

# Make Your Own *Digital* Board Game



## End of the Year Review



For Use with Google Classroom™



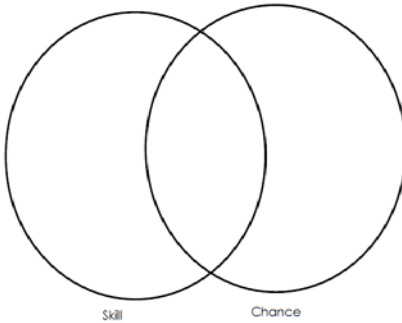
# Activities Adapted from Full Unit



## Board Games Venn Diagram

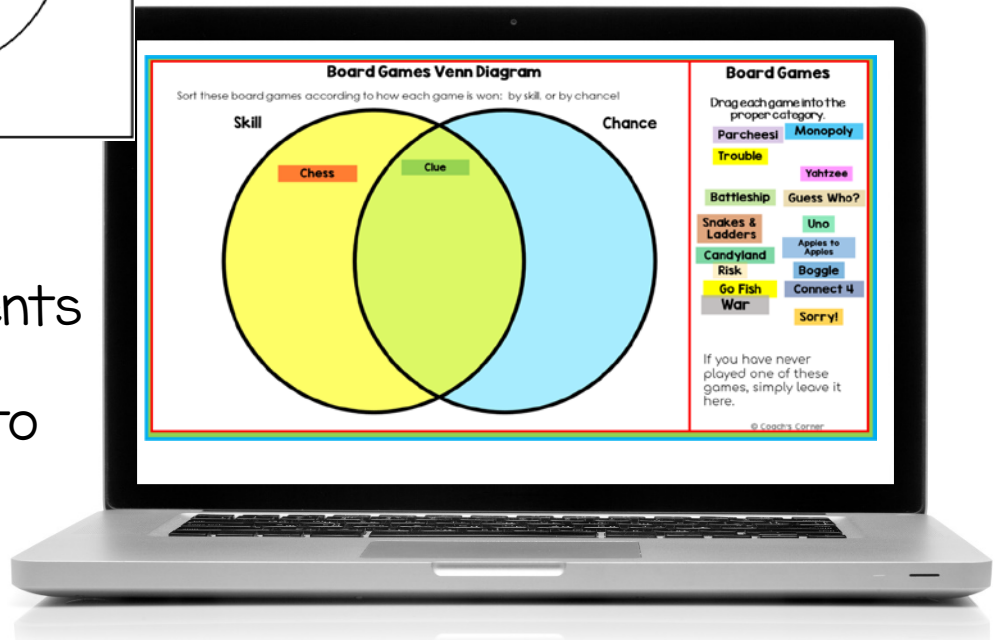
Sort these board games according to how each game is won: by skill, or by chance!

Chess  
Candyland  
Uno  
Apples to Apples  
Monopoly  
Sorry  
Guess Who?  
Battleship  
Snakes & Ladders  
Boggle  
Connect 4  
Trouble  
Parcheesi  
Risk  
Yahtzee  
Trouble



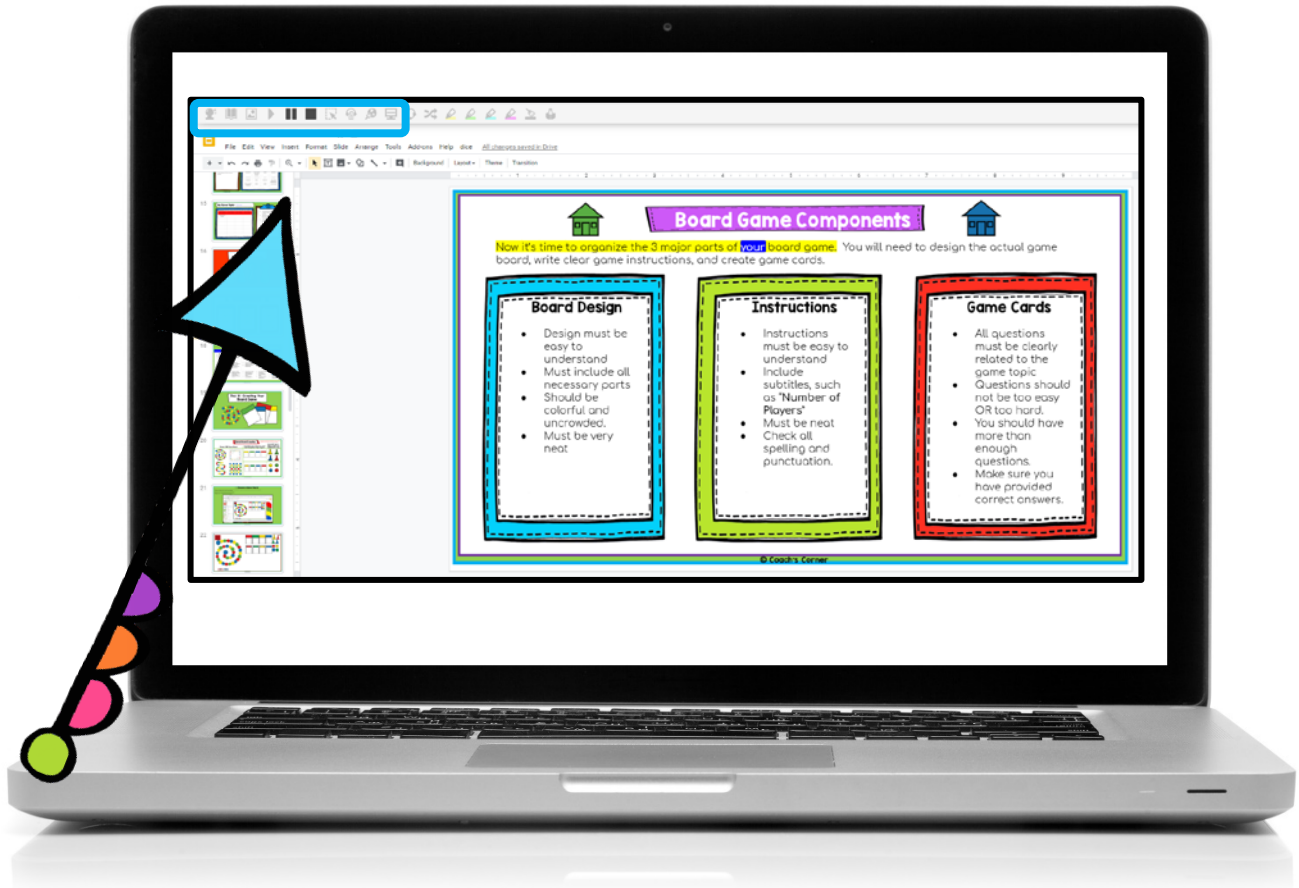
Full Unit: Students copy game titles onto Venn diagram.

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



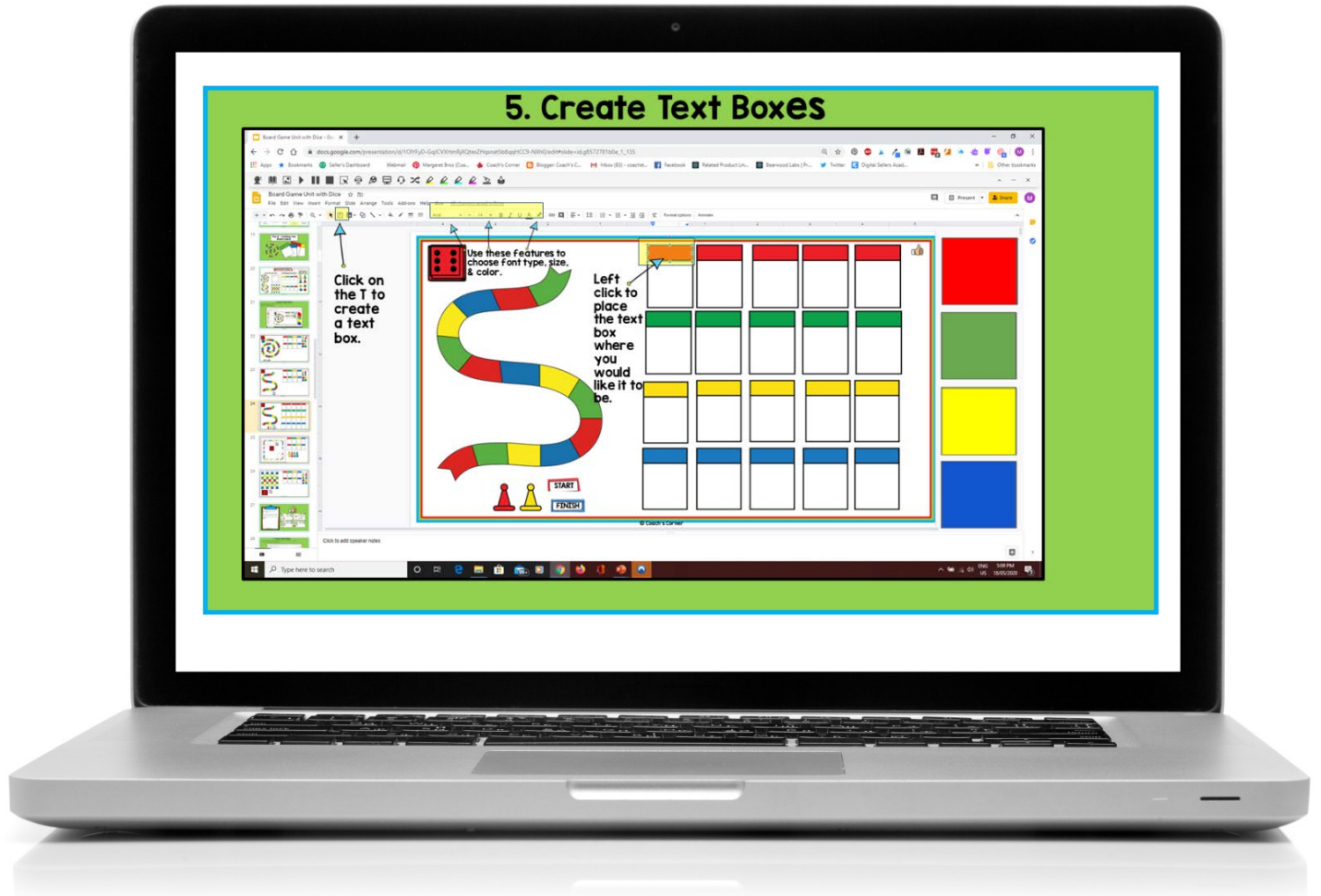
# Can be Used for Independent Work or Enrichment

# Students Can Use Google Read & Write



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

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

Board Game Rubric

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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.

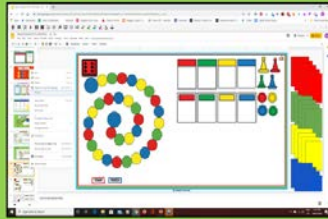
# Helpful Teacher Tips



# Detailed Instructions with Screenshots

## 1. Choose a Game Board

The next 4 slides each contain a different game board. Delete the three slides 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 4 tokens.  
Right click on each token you don't want.  
Click "Cut". The token will disappear!



## 3. Choose Game Cards

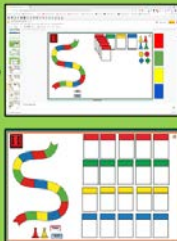
Decide which style of game cards you will use: the top row or the bottom row.  
Delete the 4 game cards you will not use.  
Right click on each game card you want to delete. Click on "Cut" and it will disappear!  
NOTE: there are 8 copies of each game card color. After you first click "Cut" to get rid 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.

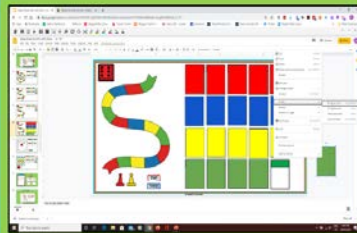
There are 5 copies of each card. You can use all of the cards, or delete any copies you don't want.



## 5. Create Text Boxes



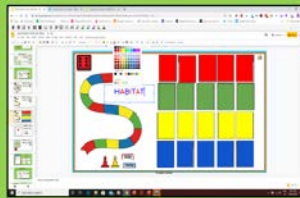
## 6. Cover Game Cards



Click on each game card cover to the right of the screen, mouse over "Cover" and then add on "Bring to Front". Drag the cover on top of a game card. Repeat.

## 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

Instructions for **Example Only**

Number of Players: 2-4  
Age Range: 8-12  
Game Duration: 15-20 minutes

How to Play:

1. Each player chooses a game token and places it at the start.

2. The first player removes the top die and moves their token accordingly.

3. 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.

4. Remove the rest of the card cover to reveal the answer.

Instructions for **Example Only**

Number of Players: 2-4  
Age Range: 8-12  
Game Duration: 15-20 minutes

How to Play:

1. Each player chooses a game token and places it at the start.

2. The first player removes the top die and moves their token accordingly.

3. 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.

4. Remove the rest of the card cover to reveal the answer.

## Play the Game!

1. Choose a friend to play the game with.  
2. Each player chooses their game token and places it at the 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!



# Examples of Other Slides!

### Reading Board Game Instructions

Board Game Text Feature	Non-Board Game Text Feature

Board game instructions have specific text features to help players understand how to play the game. For example, number of players is an important thing for players to know before they begin the game.

Drag each text feature into the proper column, according to whether it is a feature of board game instructions or not.

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

### Your Task

Now it's time for you to look carefully at some of the board games in your home or classroom.

Gather a few board games together, looking at:

- 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

### Your Observations

Think about the board games you looked at. What have you noticed about the way they were designed?

Answer here

### My Game Topic: Type here

Topic Category	Topic Category	Topic Category	Topic Category
Type topic or question			

### 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

Drag the transparent boxes over your choice of game board, game cards, and tokens.

Choose ONE Game Board

Choose ONE Type of Game Card. Each card will represent 1 topic category.

Choose ONE Type of Token. You will need 2 tokens in total: 1 for you and 1 for a friend.

### Geometry Genius Instructions

Goal: To reach "21" on the game board first.

Number of Players: 2-4

Age: 8-12

Equipment:

- Geometry Genius game board
- red "single" game cards
- blue "20" game cards
- green "20" game cards
- 1 die
- Nature (pinto chips, cubes, etc.)

Game Card Rules:

- Blue 20 Cards: Each card describes a polygon. Read the description and name the correct polygon.
- Green 20 Cards: Each card shows a picture of a 2D/3D shape. Name the shape.
- Red Single Cards: Each card asks a question about an angle. Answer the question.

Setup:

- Make certain that all game card answers are covered up.
- Each player chooses a different colored game token.

How to Play:

- Each player rolls the die to determine the order of play. The person with the highest roll goes first.
- The first player puts their token on "Start" and rolls the die. Move the token the number of spaces shown on the die.
- When you land on a space, read the top card that matches the color of your space. Answer the question. Then remove the rectangle at the bottom of the card that covers the answer. If you answer the question correctly, you can stay on your space until your next turn. If you answer incorrectly, move 1 space back. Move the game card off the side of the board.
- If you land on a circle, you get to roll again.
- Continue playing until one player reaches space 21.

Warning: A player that answers a question incorrectly must skip their next turn.

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### Board Game Checklist

Read the game instructions.

Read the list below.

If the game has that item, draw a green box over it. If it does NOT have that item, draw a red box over it.

AIM/Goal of game

Number of Players

Age Range

Contents/Equipment

Diagram of Gameboard

Set-up or Preparation

Explanation of Cards or Spaces

How to Play section

Numbered Steps

Examples of a "win"

Variations (other ways to play)

Other:

### Instructions For: Type Name of Game

Goal: Type Goal of Game

Number of Players: Type here

Age Range: Type here

Materials: Type here

Set Up Instructions: Type here

Explanation of Game Cards: Type here

How to Play: Type here

Examples of a "turn": Type here

Variations: Type here

### Game Topic Ideas

Today you are going to be choosing a topic, or theme, for your board game. Think about the subjects your 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. Think of some "sub-topics" for your game. For example, in *Geometry Genius* the main subject was geometry, 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

# Instruction Booklet in Printable (PDF) Form

## 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](mailto:coachsteachingcorner@gmail.com)



## Using Google Slides™



# Feedback from Teachers

Such a fun way to spend the end of the year. I let my students pick any topic they wanted and they went right to work. The instructions were clear. I liked how there were various lessons and ways to tie in multiple subjects, including reading and literacy. I keep old students' games in a cupboard for my new students to play throughout the year.

(Thanks, Colin)

My students LOVED this end-of-the-year project for my gifted students. They really took creative freedom and designed some amazing board games. This resource allowed students to take a unique look at board games in ways they had never considered. Very thorough and well paced. Thank you!!

(Thank you, Holly T.)

This was a perfect end of year project for my students during distance learning - totally engaged and fun to share our results in June in a Google Meet boardgame party!

(Thanks, Marianne A.)

