

## The 19<sup>th</sup> Century! - The Game

Mr. Kersey

**Name:**

**Class:**

### Introduction:

For this project you and your group will create a game that teaches the players about, or tests their knowledge of, some event or events of the 19<sup>th</sup> century. That's it. Those are your guidelines. Ok. Not exactly, but you get the idea. Anything your creative little mind can come up with is a go. Wanna' create a video game? Great. Make a board game? Super. Create a role playing game? Do it!

### Objects of the Game:

1. To learn more about the events of 19<sup>th</sup> century in the United States.
2. To create a game that is playable and that works, and to learn from that experience.
3. To work as a member of a team to create something cool.

### Group Information:

- Groups may have from 3 to 4 members.
- Group members must be able to meet outside of class or assign tasks to complete independently.
- Group members will receive individual grades. *However, it is likely that grades for individual members of a group will be the same due to the nature of group work.*
- Group members will be evaluating each other and their game.

### Grading Information:

You will be graded according to the following criteria. You must meet all the requirements below in order for your project to be considered complete. Your grade will be based on your evaluations, my observations in class, and the game itself. Please read these carefully.

1. Your game must have a title. If you have a game board, the title must be displayed on it.
2. The rules of your game must be complete. They must make sense. They should be easy to understand. The rules must be typed or written very neatly. Finally, the rules must work.
3. There should be a lot of **specific** information about your topic(s) included in your game. If you have them, questions should not be too vague - they should have a specific answer. Think of how most trivia games work – there can only be one correct answer to a question.
4. The information must be historically accurate.
5. It should **not** be mostly a game of luck. Chance can be a part of it, but some knowledge or skill must be required to win.
6. Your game **must** include questions and/or information from sources other than our text book and notes. I would recommend **at least** three additional sources. You group will need to turn in a properly formatted bibliography of sources that you use.
7. The game should **not** be too easy (over in a few minutes) or too hard (impossible for other students). **Make sure you play test your game** before turning it in. Try having

other people besides you or your group members play that game, and have them give you comments.

8. Your game should be neatly and colorfully constructed. You should use your creativity. If you have a box or other storage container, it needs to be decorated. You might even create a logo for your game title.
9. Any game pieces, playing cards, the game board, and any other equipment must be easy to store. **Everything** needs to be marked with the title of the game and/or the names of the group members or person who made it (except for dice and other small items).
10. There should be **no** spelling or grammatical errors anywhere in the rules or game. Obviously, factual errors are not good either.
11. Finally you and/or your group must be able to effectively summarize your game in front of the class.

### **Hints, Tips, and Ideas:**

- You don't have to create a board game. You can create a card game, a game using just dice, trivia questions, and a notepad, a PowerPoint-based game, a video game, or anything else your imagination can come up with.
- The biggest reason students lose points is that their games or directions don't work. Play test your game several times with different people before the due date to find and fix errors or problems. Real game manufacturers do this for months before releasing a final product. You should too.
- Think about the games you love to play. What makes them so good? Use those ideas to inspire you.
- Use Chapters 10-18 in your textbook to get ideas, then do additional research.

### **Due Date:**

Your game is due on **Friday, May 4, 2018**. You or your group will briefly present your game to the class on this date and turn it in.

**May 7 and 8** will be game play dates. Players will play and evaluate your game on these dates.

### **A Note About Money:**

You should not spend a great deal of money to produce this game. I do not want people going out and buying a brand new Risk™ game for \$30 and turning it into a Civil War game. The whole point is to be creative. You could easily make a wonderful game with a pack of index cards, a piece of cardboard, and a set of markers. Check out some dollar stores or thrift shops for old board games to work with if you must, but be thrifty.

## The 19<sup>th</sup> Century! - The Game – Grade Sheet

Mr. Kersey

Name(s):

### Game Title:

Your game must meet the following minimum criteria:

1. Your game must have a title. If you have a game board, the title must be written on it.
2. The rules of your game must be complete. They must make sense. They should be easy to understand. The rules must be typed or written very neatly. Finally, the rules must "work."
3. There should be a lot of **specific** information about the 19<sup>th</sup> century's events included in your game. The questions should not be too vague - they should have a specific answer.
4. The information must be historically accurate.
5. Your game should **not** be mostly a game of luck.
6. Your game **must** include questions and information from sources other than our text book and notes. You must provide a properly formatted bibliography that includes all outside sources used.
7. The game should not be too easy (over in a few minutes) or too hard (impossible for other students). Make sure you play test your game before turning it in. Try having other people besides you or your group members play the game, and have them give you comments.
8. Your game should be neatly and colorfully constructed. You should use your creativity. If you have a box or other storage container, it needs to be decorated. You might even create a logo for your game title.
9. Any game pieces, playing cards, the game board, and any other equipment must be easy to store. **Everything** needs to be marked with the title of the game and the names of the group members or person who made it (except for dice and other small items).
10. There should be **no** spelling or grammatical errors anywhere in the rules or game.

This project applies to each of the four Social Studies standards

(See reverse side for rubric).

**Rubric:**

<b>E</b>	Your game meets or exceeds all of the minimum requirements. It shows evidence of extensive outside research and the use of additional sources. You use at least five additional sources and include a properly formatted bibliography.
<b>M</b>	Your game meets or exceeds all of the minimum requirements. It shows evidence of outside research and the use of additional sources. You use at least two additional sources and include a properly formatted bibliography.
<b>W</b>	Your game meets all of the minimum requirements, but does not show evidence of additional research, or you have included only one additional source.
<b>N</b>	Your game does not meet the minimum requirements. You will need to complete the project properly to receive credit. (I mean really? What were you thinking?)