

Board Game Template
Title of Novel or Play: The Board Game

Your job will be to create a board game based on the events, characters, text, and themes in author's name Title. Your game must include the following:

- A clearly written set of rules
- A board to play the game on.
- A representation of the major events that take place in each part of the story.
- 25 (groups of 3)/35 (groups of 4) question cards:
 - 15 (groups of 3)/20(groups of 4) event cards (dealing with story/plot and character)-
 - 5 (groups of 3)/10 (groups of 4) language cards that focused on key passages from the text and interpreting their meaning or use of language—these cards must include direct quotes from the text.
 - 5 theme cards (dealing with the themes of **-list themes here**).
 - All questions and answers must be turned in on a separate sheet of paper by the individual who created them. I will not grade your question cards except to look at their design.
- 5 game pieces that directly or symbolically represent the main characters, items, and/or themes in the novel or play.
- A legitimate attempt to make this game unique, fun, and exciting

When you are finished you will be given a chance to evaluate each game. Evaluation criteria will be handed out at a later date.

Each member of your group must take on one of the following roles:

***You will be graded as individuals, not as a group.**

Group Leader: Your job is to guide the group in developing and coordinating the game.

1. You must write down and present the rules of the game. It is also your job to make sure the rules have some original elements to them. While you may base your rules on a game you are familiar with, there should be some modification to the rules that reflect the themes, ideas, symbols of the story (20 points). The rules must also be presentable; in other words, simply writing the rules out on a sheet of white-lined notebook paper is not enough. Your rules need to be legible and presented in a way that relates to the game (5 points).
2. You will also have to write five of the questions; it is also your responsibility to make sure that the correct number of each type of question (event, language, theme) is represented by your group (15 points).
3. You will have to include or add one element to the game or help another group member out in some significant way that can be detailed on your personal assessment sheet (10 points).

Creative Director: Your job is to create the game board and game pieces.

1. You must make sure that the board in some way represents events from each part of the story. (15 points).
2. The game pieces must represent characters or symbols from the story (10 points).
3. You will be judged on creativity and style—this is both how unique your game board looks, the apparent effort that has gone into the design and implementation of you board, and how the game itself relates to the story (25 points).

Game Designer: Your job is to create 20 questions that will be utilized in some way in the game.

1. Your questions will be the bulk of your grade; however, you must also make your question cards fit the game. In other words, simply writing out questions on note cards is not good enough. You need to have some representation on the card that connects it to the story, e.g. for *Romeo and Juliet* a group may consider putting a heart on the back of every card (40 points).
2. You must also create any other element that you decide to include in your game design, e.g. go to jail card, fate cards, a spinner wheel, etc. (10 points).

(Group of 4)

Group Leader, Creative Director, and Game Designer roles are all the same as the group of 3. Groups of four will simply add the Game Engineer role described below.

Game Engineer: Your job is to assist in the development of the overall game.

1. You must create 10 of the question cards (30 points).
2. You must also help in the development of the game board. You must develop at least 5 distinct elements that are included on the game board itself and/or help other group members out in specific ways that you are able to document on your personal assessment sheets. You may consider adding things such as 3D elements to the board, unique cards, random event squares, etc. (15 points).
3. It is your job to act as the games editor as well. You must read each question that is created to make sure it makes sense and is not littered with grammatical, factual, or spelling errors (5 points).

Sample
Fahrenheit 451: The Board Game

Your job will be to create a board game based on the events, characters, text, and themes in Ray Bradbury's *Fahrenheit 451*. Your game must include the following:

- A clearly written set of rules
- A board to play the game on.
- A representation of the major events that take place in each part of the novel (I, II, III).
- 25 (groups of 3)/35 (groups of 4) question cards:
 - 15 (groups of 3)/20(groups of 4) event cards (dealing with story/plot and character)-
 - 5 (groups of 3)/10 (groups of 4) language cards that focused on key passages from the text and interpreting their meaning or use of language—these cards must include direct quotes from the text.
 - 5 theme cards (dealing with the themes of control, power, and freedom vs. security).
 - All questions and answers must be turned in on a separate sheet of paper by the individual who created them. I will not grade your question cards except to look at their design.
- 5 game pieces that directly or symbolically represent the main characters, items, and/or themes in the novel.
- A legitimate attempt to make this game unique, fun, and exciting

When you are finished you will be given a chance to evaluate each game. Evaluation criteria will be handed out at a later date.

Each member of your group must take on one of the following roles:

***You will be graded as individuals, not as a group.**

Group Leader: Your job is to guide the group in developing and coordinating the game.

4. You must write down and present the rules of the game. It is also your job to make sure the rules have some original elements to them. While you may base your rules on a game you are familiar with, there should be some modification to the rules that reflect the themes, ideas, symbols of the story (20 points). The rules must also be presentable; in other words, simply writing the rules out on a sheet of white-lined notebook paper is not enough. Your rules need to be legible and presented in a way that relates to the game (5 points).
5. You will also have to write five of the questions; it is also your responsibility to make sure that the correct number of each type of question (event, language, theme) is represented by your group (15 points).
6. You will have to include or add one element to the game or help another group member out in some significant way that can be detailed on your personal assessment sheet (10 points).

Creative Director: Your job is to create the game board and game pieces.

4. You must make sure that the board in some way represents events from each part of the story (I, II, and III) (15 points).
5. The game pieces must represent characters or symbols from the story (10 points).
6. You will be judged on creativity and style—this is both how unique your game board looks, the apparent effort that has gone into the design and implementation of you board, and how the game itself relates to the story (25 points).

Game Designer: Your job is to create 20 questions that will be utilized in some way in the game.

3. Your questions will be the bulk of your grade; however, you must also make your question cards fit the game. In other words, simply writing out questions on note cards is not good enough. You need to have some representation on the card that connects it to the story, e.g. for *Romeo and Juliet* a group may consider putting a heart on the back of every card (40 points).
4. You must also create any other element that you decide to include in your game design, e.g. go to jail card, fate cards, a spinner wheel, etc. (10 points).

(Group of 4)

Group Leader, Creative Director, and Game Designer roles are all the same as the group of 3. Groups of four will simply add the Game Engineer role described below.

Game Engineer: Your job is to assist in the development of the overall game.

4. You must create 10 of the question cards (30 points).
5. You must also help in the development of the game board. You must develop at least 5 distinct elements that are included on the game board itself and/or help other group members out in specific ways that you are able to document on your personal assessment sheets. You may consider adding things such as 3D elements to the board, fire or book cards, random event squares, etc. (15 points).
6. It is your job to act as the games editor as well. You must read each question that is created to make sure it makes sense and is not littered with grammatical, factual, or spelling errors (5 points).

Sample Questions

Event Question: These are questions about something that happens in the story.

What are the names of the two woman that Montag reads the poem, *Dover Beach* to?

Language Question: These questions must include quotes from the text.

“Montag’s hand closed like a mouth, crushed the book with wild devotion, with an insanity of mindlessness to his chest.” What literary device is being utilized here, and what does it demonstrate about Montag’s action?

- a. A metaphor compares Montag to a “mindless” animal.
- b. Animalistic diction relates Montag’s actions to the mindlessness of a wild animal.
- c. A simile likens Montag’s hand to a mouth.
- d. Personification separates Montag from the action by making his “hand” and not himself take the book.

Theme Question: These questions deal with Bradbury’s message. What is Bradbury saying about society when he presents a character, symbol, event or idea?

1. Bradbury’s novel, *Fahrenheit 451*, can best be described as
 - a. A scathing criticism of modern technology and the way it has created shortened attention spans.
 - b. A way in which Bradbury can present his own literary prowess and knowledge.
 - c. A warning about the dangers of exchanging free thought, free expression and free action for the feeling of safety and happiness.
 - d. A warning to the world about the dangers and troubles that would result if books were banned

Fahrenheit 451

Some of the central universal ideas in the story include:

Control

Bradbury presents the dangers of too much government control throughout *Fahrenheit 451*. The best illustration of this is seen in the censorship of books and free thinking. Beatty’s speech is full of illustrations of how the government of Bradbury’s dystopian society attempts to control the masses in order to preserve their happiness.

Power

The conflicts in *Fahrenheit 451* demonstrate the dangers of too much governmental power (which correlates with the theme of control as well) and personal empowerment of individuals. This relates directly to the idea of action vs inaction, which Bradbury depicts through the contrasting characters of Faber and Montag. Faber is an educated professor who refuses to act against the government out of fear (a form of control); Montag, his opposite, thrives on action and making a difference.

Conformity vs Individuality

Bradbury illustrates the relationship between conformity and control through the ways in which the government manipulates the people. Individuality and thinking outside the norm is discouraged and can even be against the law. The idea of individuality is best represented through Clarisse McClellan’s character; conformity is best demonstrated through Mildred.

When you fill in the following information, you must do it completely. Make sure to attach second versions of all of your work for this project to this sheet. I will not go searching your game boards for this information; YOU MUST PROVIDE IT FOR ME HERE! When you have any areas that require detailed reflection, you must provide detailed explanations. Do this well! Your grade depends on it.

Fahrenheit 451

Board Game Assessment Sheet

Game Designer:

- 20 question cards/Card style (40 points)

- Added element (10 points)

Total /50

