

Create a Board Game Celebration —————



If you like to play games, this is a book celebration you will really enjoy. Just like the game “Candy Land” is built around the theme of candy, and “Clue” is built around the theme of figuring out the mystery of who did it, you can create a board game based on the theme, plot, characters, setting, problem, solution, and descriptions in the book you have just enjoyed!

1. Create a catchy name for your board game.
2. Thinking about the problem and solution, determine the goal of the game. What do you have to do to “win” the game? What goal must you reach? What are the rules for getting there?
3. Will you use dice, cards, a spinner, or some combination in order to play the game and move toward the goal?

Fill out this grid to help you think through the details of your game. Make your final board game using at least six colorful graphics, a paper explaining the directions for how you play (goal of the game and other rules). Your game must include elements that are true to those in the book.

Story Element	Item	How I will include it in my game...
A. Setting		
B. Characters		
C. Problem		
D. Plot: Event 1		
E. Plot: Event 2		
F. Plot: Event 3		
G. Solution		
H. Theme		

4. Reading this book made me **want to know more about** _____.

5. You would want to read it, too, if you like _____.

6. The connection I made with this book is that _____

7. This is how I would **rate** this book

1
2
3
4
5
6
7
8
9
10
worst ever just okay best ever

8. I would would not recommend this book to my friends.

Rubric for Board Game Book Celebration

Grading Rubric for Board Game Book Celebration

	Below Basic 1	Basic 2	Proficient 3	Advanced 4
Content/Focus	Writing shows limited or no evidence of understanding about the elements of each story element.	Writing shows some evidence of understanding about the elements of each story element.	Writing shows adequate evidence of understanding about the elements of each story element.	Writing shows clear evidence of understanding about the elements of each story element.
Organization	Game, pieces, and directions show limited evidence of being organized. There are no details or logical steps for playing.	Game, pieces, and directions show some evidence of being organized. There are some limited details or logical steps for playing.	Game, pieces, and directions show evidence of being organized. There are some details or logical steps for playing.	Game, pieces, and directions are all organized and artistically creative. There are sufficient details and logical steps for playing.
Conventions	Writing has many errors in punctuation, grammar, spelling, or sentence structure. Graphics are either messy or missing.	Writing has mostly correct punctuation, grammar, spelling, and sentence structure. More than three errors. Graphics are there, but do not show any effort to make them neatly.	Writing has mostly correct punctuation, grammar, spelling, and sentence structure (very few errors). Graphics are there, and add to the fun of playing the game.	Writing has correct punctuation, grammar, spelling, and sentence structure (very few errors, if any). Graphics are carefully created, attractive, and add to the fun of playing the game.
Word Choice	Writing is not in student's own words, or word choice is poor, using worn out words.	Writing is in student's own words, using some wonderful word choice.	Writing is in student's own words, using wonderful word choices.	Writing is in student's own words, using wonderful word choices (instead of worn out words) and advanced vocabulary
	1	2	3	4
Book Talk	Student had trouble reading report, and could not retell the story from memory or answer questions.	Student read directly from report and had trouble retelling the story from memory or answer questions.	Student is mostly comfortable speaking about the book and can answer questions.	Student has an interesting delivery, is very comfortable speaking about the book, and can answer questions.
Product	The project is messy, with worn pages, showing little care.	The project could be neater, yet shows some care.	The project is neat, organized, and completed with care for handling and following directions.	The project is neat, organized, and completed with great care for handling and following directions.

Rubric adapted from [Mrs. Renz's Sandwich Book Project](#).

