**CREATE A GAME BOARD PROJECT**

**CONTENT OBJECTIVE:** Students will identify major events, individuals, dates, documents, and cause-and-effect relationships during the world wars (World War I and/or World War II) by creating a TRIVIA board game with at least 30 questions ranging from lower to higher-level thinking skills.

**DIRECTIONS**

1. Students will get into groups of no more than five. Using online resources, vocabulary lists, class notes, and the AMSCO textbooks, each group will research World War I and World War II in order to create a game board representing early 20th century global conflicts.

2. Students will brain storm with their group using a thinking web diagram to discuss and review significant individuals, events, documents/rulings, dates, and causes/effects during the world wars that should be included on their TRIVIA game board.

3. GUIDELINE CHECKLIST

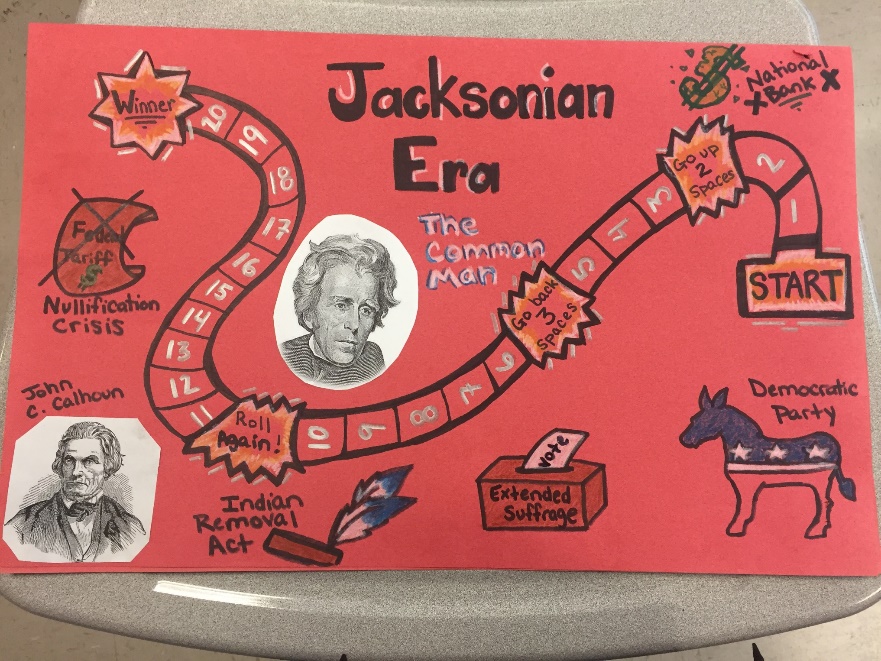
*Students may create/design any type of gameboard as long as it meets the following:*

* Is a TRIVIA boardgame over World War I and/or World War II (This game has to test the knowledge of other students. It must include relevant and factual information)
* Board games can focus on just one of the world wars or a combination of both
* Must contain at least 30 trivia questions (5 easy, 15 moderate, 10 higher-level thinking); levels must be written below each question with answers listed on the back or separate sheet of paper
* Includes at least 7 illustrations/pictures of historical individuals/events/places from that time period (1914-1945)
* Includes detailed, organized, and easy to follow directions for your game
* This must be a tangible/physical game (i.e. no Kahoot/jeopardy game online)
* Gameboard is no larger than a regular sized poster board
* Includes ALL NECESSARY PIECES
* Be creative, but don’t make your game so complex it takes a class period to figure out how to play

4. Projects are due Thursday/Friday May 11th/12th at the beginning of class. Groups will play each other’s game boards to review the world wars.

**QUESTION EXAMPLES**

THINK SEPTIC THEMES

****Easy Level Question

\*When did World War I start?\*

(Who, what, when, where, why type questions)

Moderate

\*What were three major effects of the Treaty of Versailles that ended World War I?\*

(Causes, effects, fill in diagram/thinking web, significance, summarize, give an example, exc.)

High-Level Thinking

\*Compare the effects of World War II on Africa and Asia between 1945-2000.\*

(Compare/contrast, continuity/change over time, analyze primary source quote/political cartoon, evaluate point of view, connections across time periods, exc.)

**Board Game Rubric**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Components** | **Level 1** | **Level 2** | **Level 3** | **Level 4** |
| **Question Cards**  \*Each card must be marked higher, medium, or lower level  \*Groups can have more than 10 higher level questions | *5 points*  \*1-9 total question cards with correct answers  \*0-3 higher level  \*0-5 medium  \*0-1 easy  (See question examples) | *10 points*  \*10-19 total question cards with correct answers  \*4-6 higher level  \*6-9 medium  \*2 easy  (See question examples) | *20 points*  \*20- 29 total question cards with correct answers  \*7-9 higher level  \*10-14 medium  \*3-4 easy  (See question examples) | *30 points*  \*30 total question cards with correct answers  \*10 higher level  \*15 medium  \*5 easy  (See question examples) |
| **Board** | *5 points*  \*1-9 spaces  \*0-3 historical individuals/events illustrated | *10 points*  \*10-14 total spaces  \*4 historical individuals/events illustrated | *15 points*  \*15-19 total spaces  \*5 historical individuals/events illustrated | *20 points*  \*20 total spaces  \*At least 7 historical individuals/events illustrated |
| **Accuracy** | *0 points*  \*More than 5 mistakes are made on the board or question cards (wrong answers, events/individuals are in the wrong era) | *5 points*  \*3-4 mistakes are made on the board or question cards (wrong answers, events/individuals are in the wrong era) | *10 points*  \*1-2 mistakes are made on the board or question cards (wrong answers, events/individuals are in the wrong era) | *15 points*  \*Board, illustrations, and question cards belong to the correct era  \*Each question card has the correct answer on the back |
| **Creativity/**  **Organization** | *0 points*  \*Board/project is incomplete, messy, shows little to no effort and/or is disorganized | *5 points*\*  \*Board/project is complete but is unorganized and/or lacks creativity (i.e. illustrations are weak) | *10 points*  \*Board/project is complete and neat but lacks some creativity or originality | *15 points*  \*Board, illustrations, and question cards are clean, neat, and organized  \*Project shows a high level of originality and effort |
| **Peer Grade** | *5 points*  \*Peer grades falls between a score of 0-69 | *10 points*  \*Peer grades falls between a score of 70-79 | *15 points*  \*Peer grades falls between a score of 80-89 | *20 points*  \*Peer grades falls between a score of 90-100 |