**CREATE A GAME BOARD PROJECT**

**CONTENT OBJECTIVE:** Students will identify major events, individuals, dates, documents, and cause-and-effect relationships during the Age of Imperialism 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 four. Using online resources, vocabulary list, the textbook, and Age of Imperialism reading packet, each group will research 19th and early 20th century imperialism in order to create a game board representing that time period.

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 for the Age of Imperialism that should be included on their TRIVIA game board.

3. GUIDELINE CHECKLIST

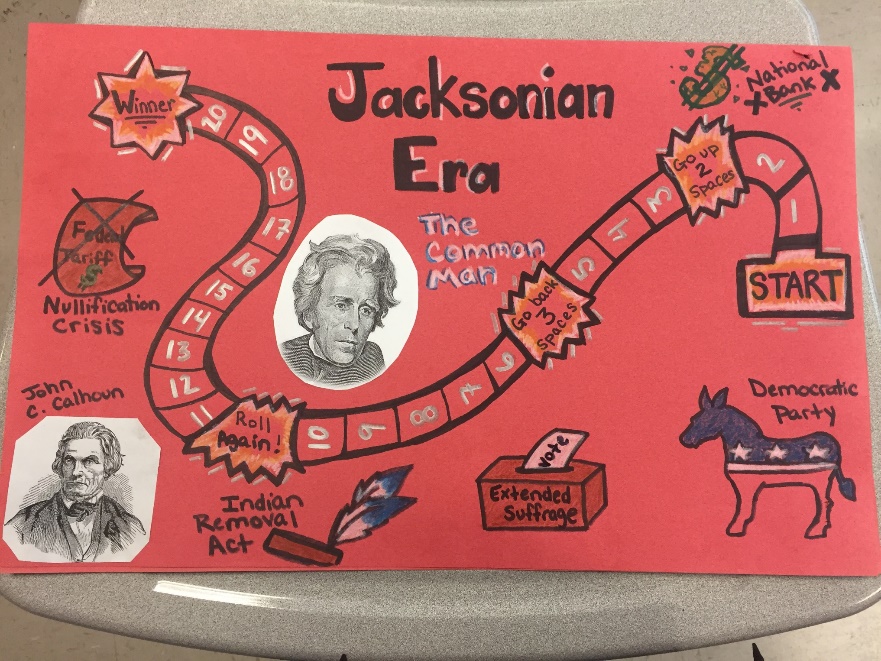
*Students may create/design any type of gameboard as long as it meets the following:*

* Is a TRIVIA boardgame over 19th/early 20th century imperialism (This game has to test the knowledge of other students. It must include relevant and factual information.)
* Must contain trivia questions pertaining to EVERY continent (especially Africa and Asia)
* 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 era
* 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 Wednesday/Thursday April 16th/17th at the beginning of class. Groups will play each other’s game boards to review the Age of Imperialism that Friday.

**QUESTION EXAMPLES**

THINK SPICE THEMES

****Easy Level Question

\*What is imperialism?\*

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

Moderate

\*What were three major effects of European imperialism on Africa during the 19th century?\*

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

High-Level Thinking

\*Compare the effects of European imperialism on Africa and East Asia between 1750 to 1900.\*

(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 |