

Game Board Project

DIRECTIONS:

Each student will create a board game using any school appropriate theme. Ex: Sports, food, music, cars

Game should include:

- Playing board (1/2 a poster) – design must be in color and by hand
- Minimum of 24 math questions need to be based on material covered throughout the first quarter of Algebra 1 (4 questions per concept)
 - Distributive Property
 - 2 Step Equations
 - Multi-Step Equations
 - Solving Variable on Both sides
 - Multi-Step Inequalities
 - Compound Inequalities
- Questions must be on cardstock or ½ of an index card
- All questions must have the correct answer located on the back
- Must include 2 game pieces
- Must have a set of detailed directions and rules typed (must be at least 1 page double spaced)
- This rubric MUST be turned in with the project

Project will be graded on:

_____ 15 points – **Quality of questions** (“2 + 2 = 4” is NOT acceptable)

_____ 10 points – **Neatness** (must be legible and precise)

_____ 10 points – **Creativity** (Theme, design, & complexity)

_____ 20 points – **Correct Answers to questions**

_____ 15 points - **Following directions**

_____ 10 points – **1st portion complete by THURSDAY, 9/24**
(24 questions/answers (notebook paper) and blue print of board game (in color on copy paper)

_____ 20 points – **Final project complete by TUESDAY, 10/6**
(Include blueprints & questions on notebook paper along with completed board game)

_____ FINAL GRADE out of 100 possible points