



Invent-a-game Assignment



Use the following format:

Game Title

Level: How hard is it? What grade is it for? Your game can be made in the grade 4-6 levels. Check out the skills in the curriculum guide.

Skills: What math skills do you use to play?

Players: How many?

Equipment: What you need to play.

Getting Started: This is a full description of your game's goals, rules, and play written in *complete sentences*. Make sure to describe how the game ends and how points are accumulated.

Example: If possible, you should play out a few rounds of your game to make an example and to work out your directions in "getting started" to get them as clear as possible.

Variations: If any.

Teaching Tips: Strategies and/or other helpful hints.

Jokes: if you want to jazz-up your page.

Thought Provokers: Write a few questions to have your players answer.

Marking:

The bare minimum is doing the Level, Skills, Players, Equipment, Getting Started, and Example. Doing the other components will increase your marks!

DUE DATE: _____

TOTAL: /30