

Designing Board Games

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Purpose

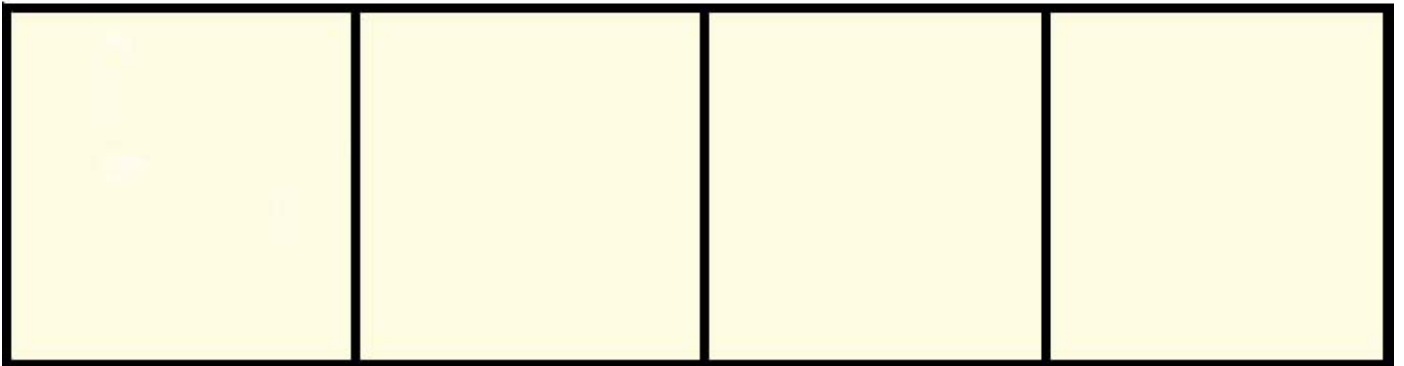
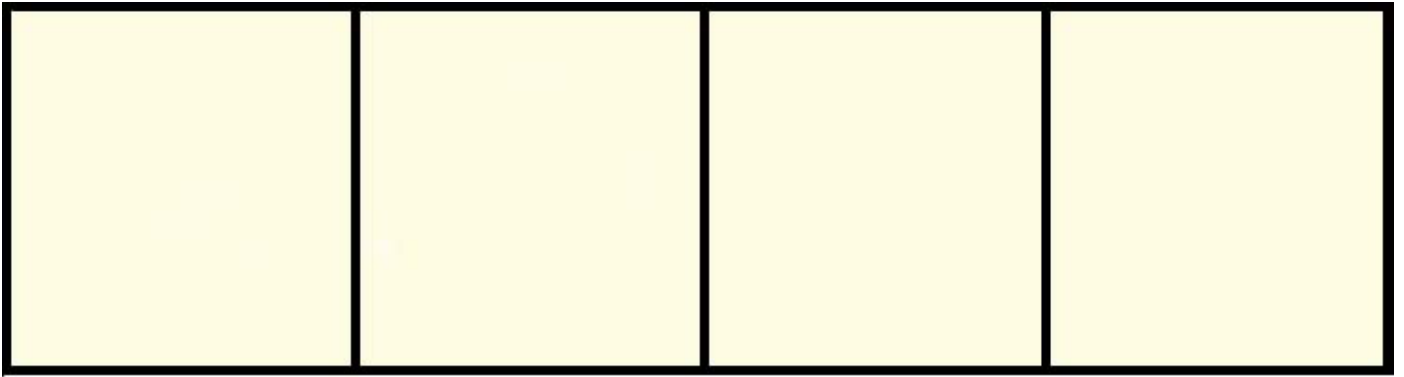
The purpose of a board game is to create a fun experience that also lets the players review learned information, or to discover new information.

Creating A Game

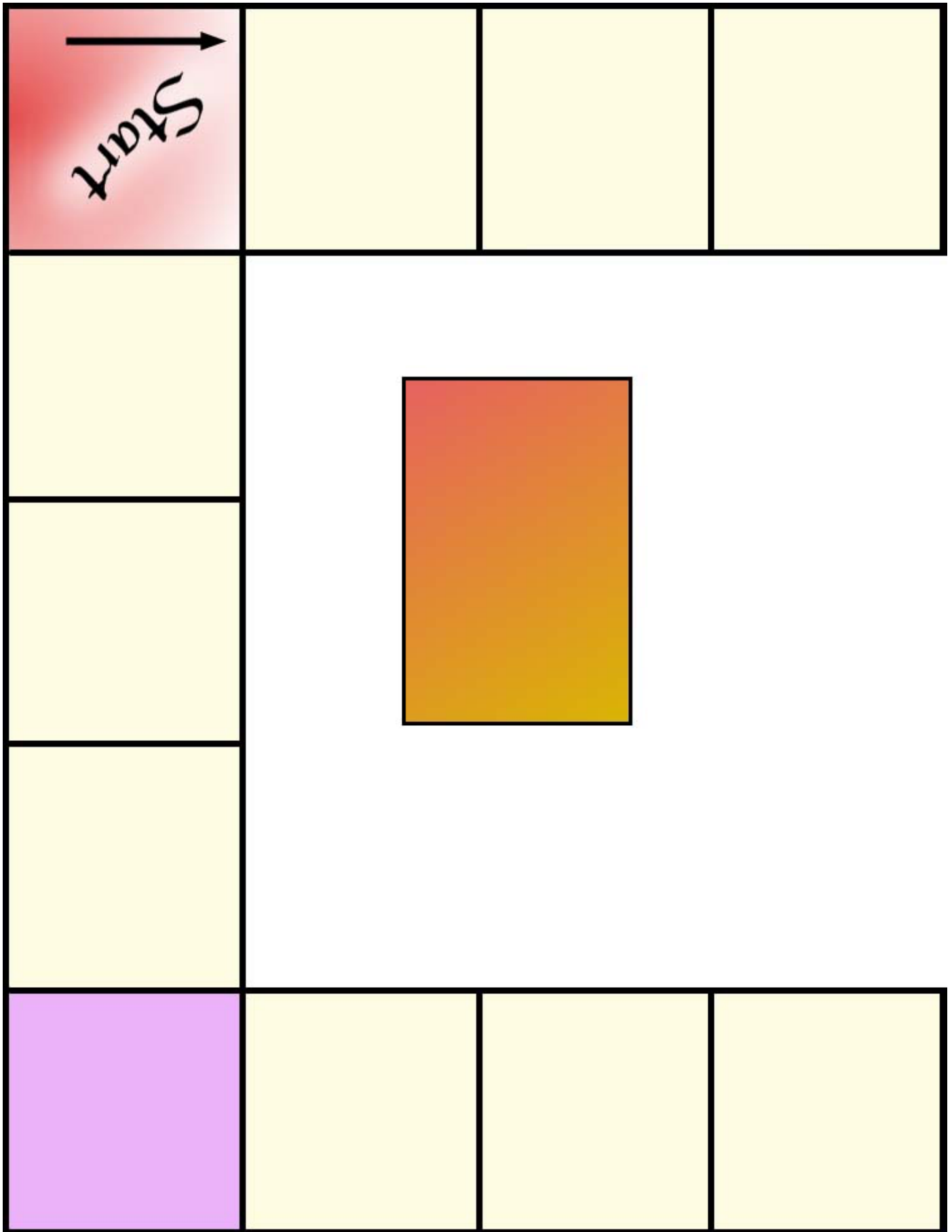
1. Decide on the scope or focus of the game. What is the game about? How much information is the game about?
2. Establish the theme or title of the game. This should be something related to your lesson(s), and be an interesting title.
3. Create your objective for the game. You might want to write an objective that focuses on one lesson, or a single topic.
4. Design, or collect images related to the game. Be cautious about copyright issues.
5. Begin writing the questions for the cards. These questions relate to the lesson(s) related to the game. You might start with a brainstorm of all the possible questions, and then group them according to their subject, etc. You might decide to have two distinct categories of questions, with a stack for each on the game board, or just one group of questions divided into two stacks on the game board.
6. Decide how to handle the answers for the questions.
 - a. You can print an answer sheet that contains all the answers, and players in the game take turns judging the answers the players say.
 - b. You can print the cards with the answers on the back. Players read the correct answer after they have given their own answer. (See example.)
7. Decide on the "go back" or "go forward" spaces on the board. This is a serious consideration. You don't want the game to be discouraging. Players like a challenge, but don't enjoy too many setbacks. You can be creative, and add some "lose a turn," or "go again" spaces as well.
8. Decide on the way the players will move through the game. Dice are the "standard" way to determine this. Here are two other options:
 - a. A spinner (made with a brad through a paper with numbers of spaces on it
 - b. Numbers on pieces of paper drawn out of a box
9. Decide on the rules. The rules have to deal with the following: (See attached examples.)
 - a. Who goes first?
 - b. How are the spaces moved determined (dice, spinner, etc.)?
 - c. In what direction are the game pieces moved?
 - d. What happens when a game piece lands on a "draw a card" space?
 - i. Who reads the card?
 - ii. How is the answer judged?

- iii. What are the consequences for a right or wrong answer?
 - e. What happens when a game piece lands on a “lose a turn,” or “go back/forward” space?
 - f. How is the game “won”?
 - g. Does the game continue after the first person “wins”? If so, what does the “winner” do after he/she wins? (He/she could judge all the answers from then on.)
10. Decide on playing pieces. Here are some inexpensive possibilities:
- a. Different colored “Gummy Bears”
 - b. Different kinds of wrapped candy
 - c. “Skittles” or “M&M” pieces
 - d. Personal tokens, like rings or bracelets
 - e. Denominations of coins, such as: a nickel, a penny, a quarter, a dime
11. Layout the game boards. This is easiest if done using Microsoft Word. Insert images into the center of the game boards, or along the playing spaces. You can create three game board parts and then tape them together. After the game boards are taped together, you can laminate them. (See examples.)
12. Layout, print, cut, and laminate the game cards. (See examples.)
13. Play the game.

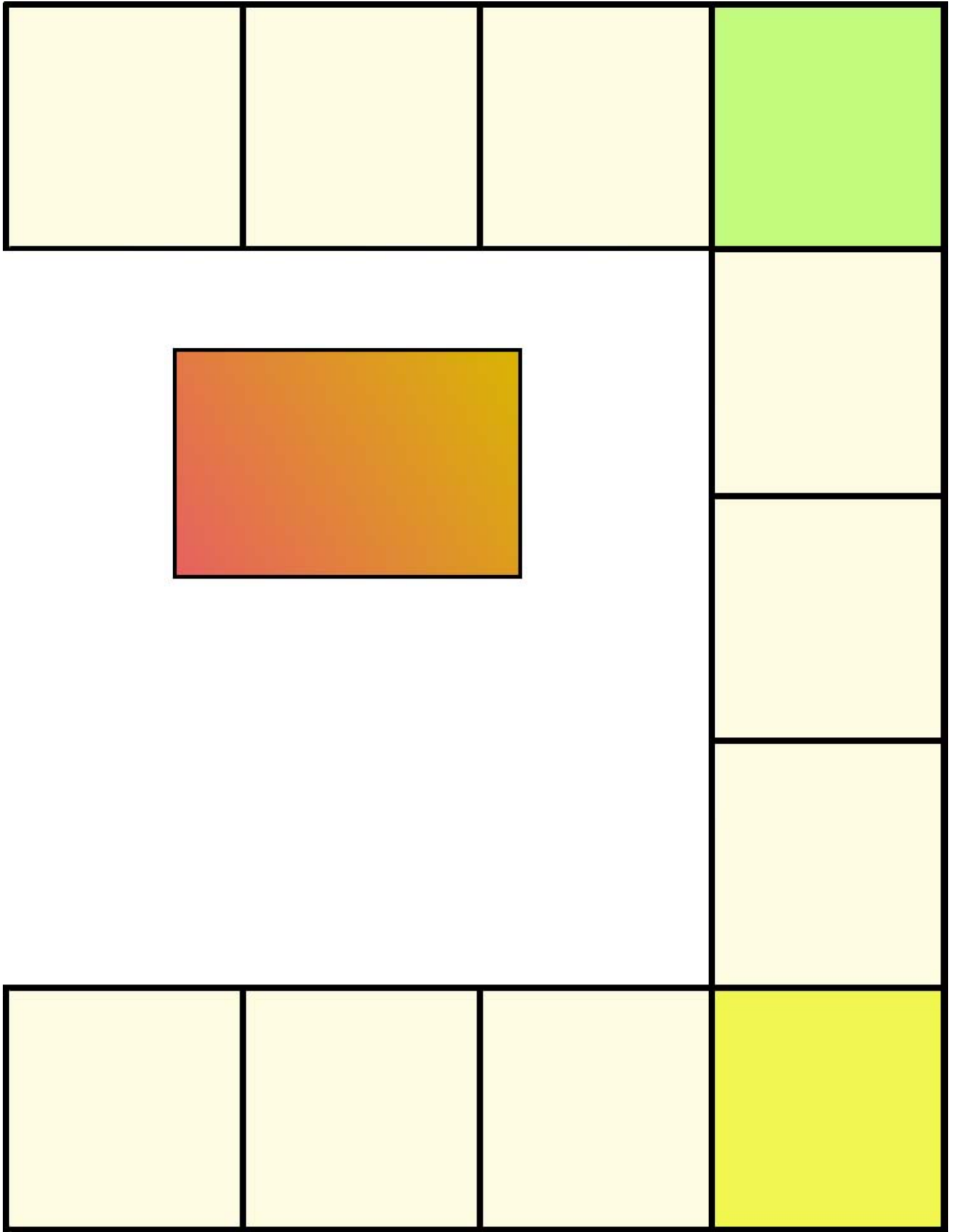
Board Game Center Panel



Board Game Left Panel



Board Game Right Panel



Board Game Cards (SAMPLE)

New Life Game Cards

Cut along all solid lines to make 7 game cards. Fold cards on dotted lines and glue together.

<p><u>New Life Game Card</u> Who really made glass bottles?</p>	<p><u>New Life Game Card</u> Who really made cotton T-shirts?</p>	<p><u>New Life Game Card</u> Is there anything that God didn't make?</p>	<p><u>New Life Game Card</u> When you are amazed at how beautiful the world is and how God cares for all your needs, you are loving Him "with all your _____."</p>	<p><u>New Life Game Card</u> What is God's favorite creation?</p>
<p>God made the sand that they melt to make glass.</p>	<p>God made the plants that grow cotton that is used to make T-shirts.</p>	<p>No</p>	<p>"Heart"</p>	<p>People</p>

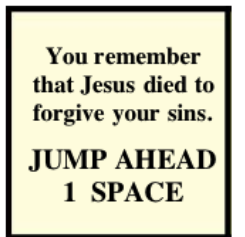
<p>Pray, and thank God for making the food we need.</p>	<p><u>New Life Game Card</u> Because God made everything you eat, what should you do before you start eating?</p>
<p>True</p>	<p><u>New Life Game Card</u> (TRUE or FALSE) God wants to be your "best friend."</p>

Board Game Rules

1. Select a token to represent each player.
2. Determine who goes first by whose birthday is closest to January 1. The person whose birthday is the closest, goes first; the person whose birthday is the second closest, goes next, and so on...
3. The game begins at "Start." Each player places his/her token in the "Start" square.
4. Each player determines how many spaces he/she moves by rolling the die, or another means. (See suggestions in the "New Life" Game Assembly Directions.)
5. **"DRAW A CARD" SQUARES** – Throughout the game, players will land on squares that cause them to draw a question card. The player is to read the question without looking on the back of the card. Then, he/she answers the question. Once he/she has answered the card, the card can be turned over to reveal the answer. If the player's answer is correct, he/she can move one space forward. If the player's answer is incorrect, he/she remains on that space until his/her next turn.
6. **CORNER "DRAW A CARD" SQUARES** – When a player's token lands corner square, he/she must draw a question card. The player reads the question, without looking on the back. If his/her answer is correct, he/she moves his/her token one space forward. If the answer is incorrect, he/she on that square until his/her next turn.
7. **"MOVE FORWARD OR BACK" SQUARES** – Throughout the game, players will land on squares that instruct the player to move his/her token one forward or backward. The player moves his/her token accordingly and stays until his/her next turn.
8. The first player to reach "Finish" wins.
9. After the first player wins, continue playing the game until all the players have reached the "Finish" square. **OPTION:** As players reach the "Finish" square, they become "judges" to determine if the player's answer to the card question is correct. To verify the judge's ruling, refer to the back of the card. The back of the card determines the actual answer.



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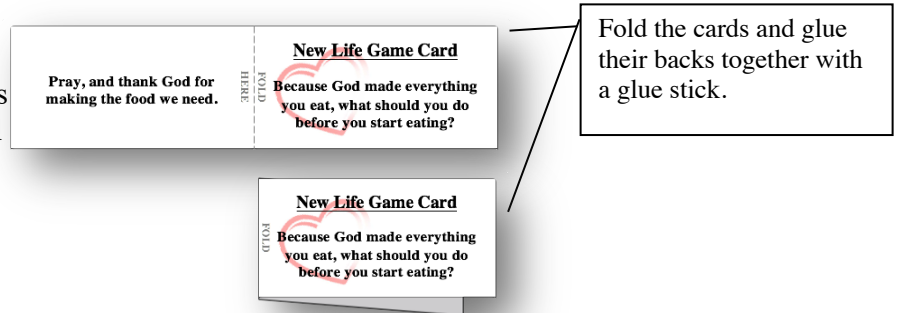
Game Assembly Directions

Materials:

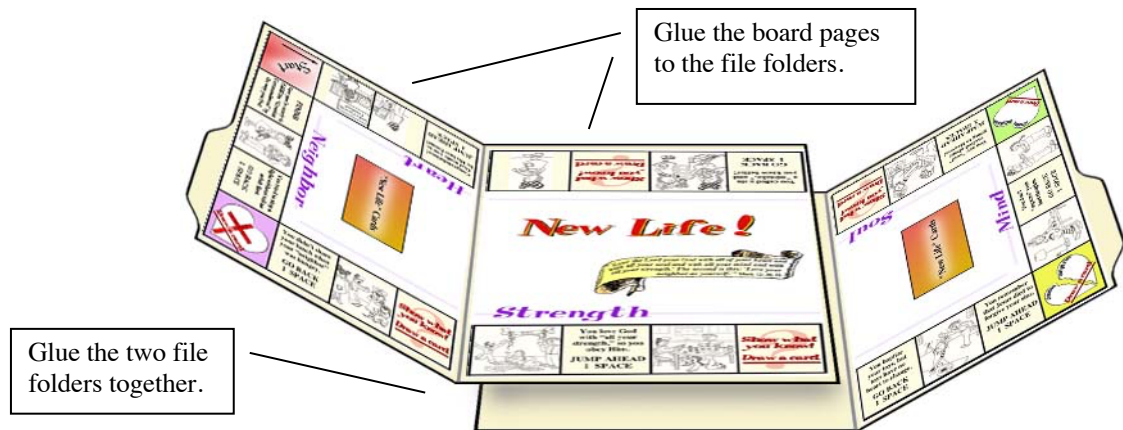
1. A set of the question cards
2. A set of the game board sections
3. Scissors
4. Glue sticks
5. 2 letter-size manila file folders

Procedure:

1. Prepare the game cards by cutting, folding, and gluing them.



2. Prepare the game board pages by trimming the outside edges, then gluing all three sections onto two file folders. You may wish to do this beforehand, or make it a family project that you do together.



3. Place two stacks of game cards, question side up, on the spaces provided on the game boards.
4. Decide on the playing pieces. Here are some inexpensive ideas: “M&Ms” of four different colors, jelly beans, buttons, “Skittles,” “Gummy Bears,” hardware pieces (*nut, bolt, washer, screw*), playing pieces from other games, flattened glass pieces used for crafts, etc.
5. Decide on the means to determine how many spaces are moved. Other than dice, here are some ideas: pieces of paper in a bowl with numbers (1-6) written on them, numbers written on 1” square pieces of tile in a bowl, playing cards with only the “Ace” through 6 in a stack (*with the “Ace” being the number 1*).
6. Refer to the game rules, and begin playing the game.