



Designing your own game

Your challenge

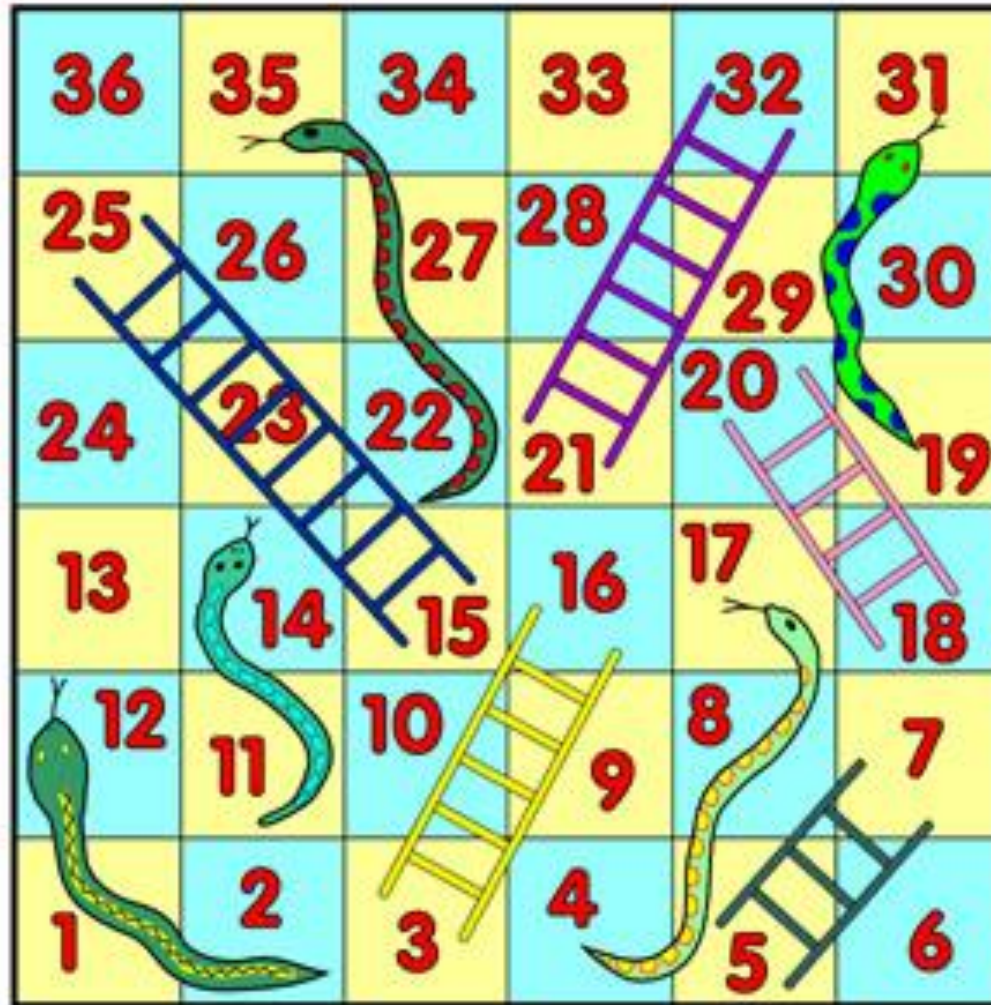
- You are going to design a board game for others to play
- The game might have a particular aim (e.g. to help you learn your times tables)
- It might have a set audience (e.g. the game should be suitable for primary 1 pupils)
- Your finished product should include a board, any other equipment needed (e.g. question cards) and a set of instructions

Social Skills

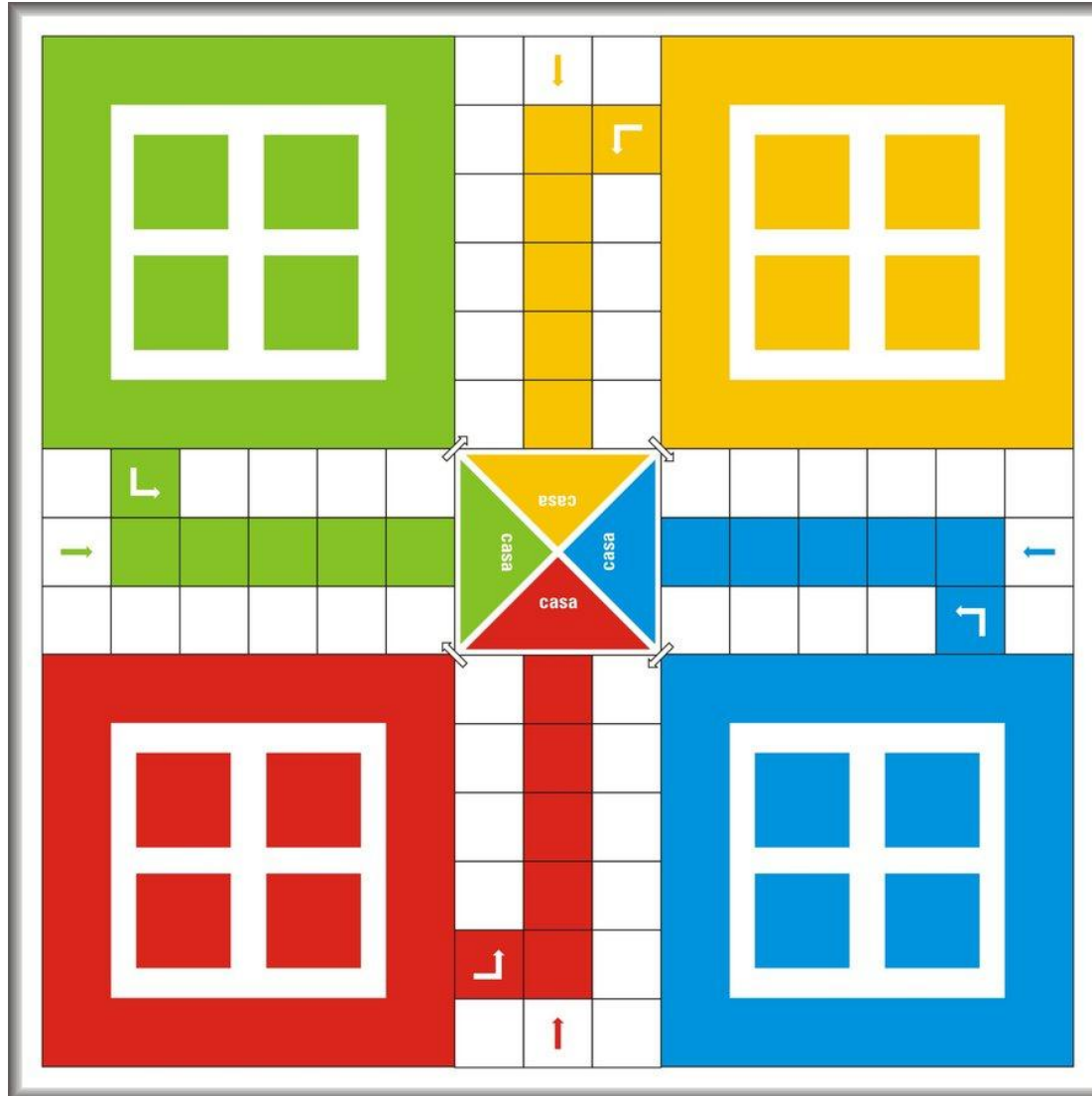
During this challenge, you should:

- Think creatively and consider different solutions and ideas
- Share your ideas with others and listen to their feedback for improvement
- Aim to create a detailed, professional looking product which you can be proud of
- work well with others if you are in a group (e.g. make decisions together, listen to each other, sharing the workload)

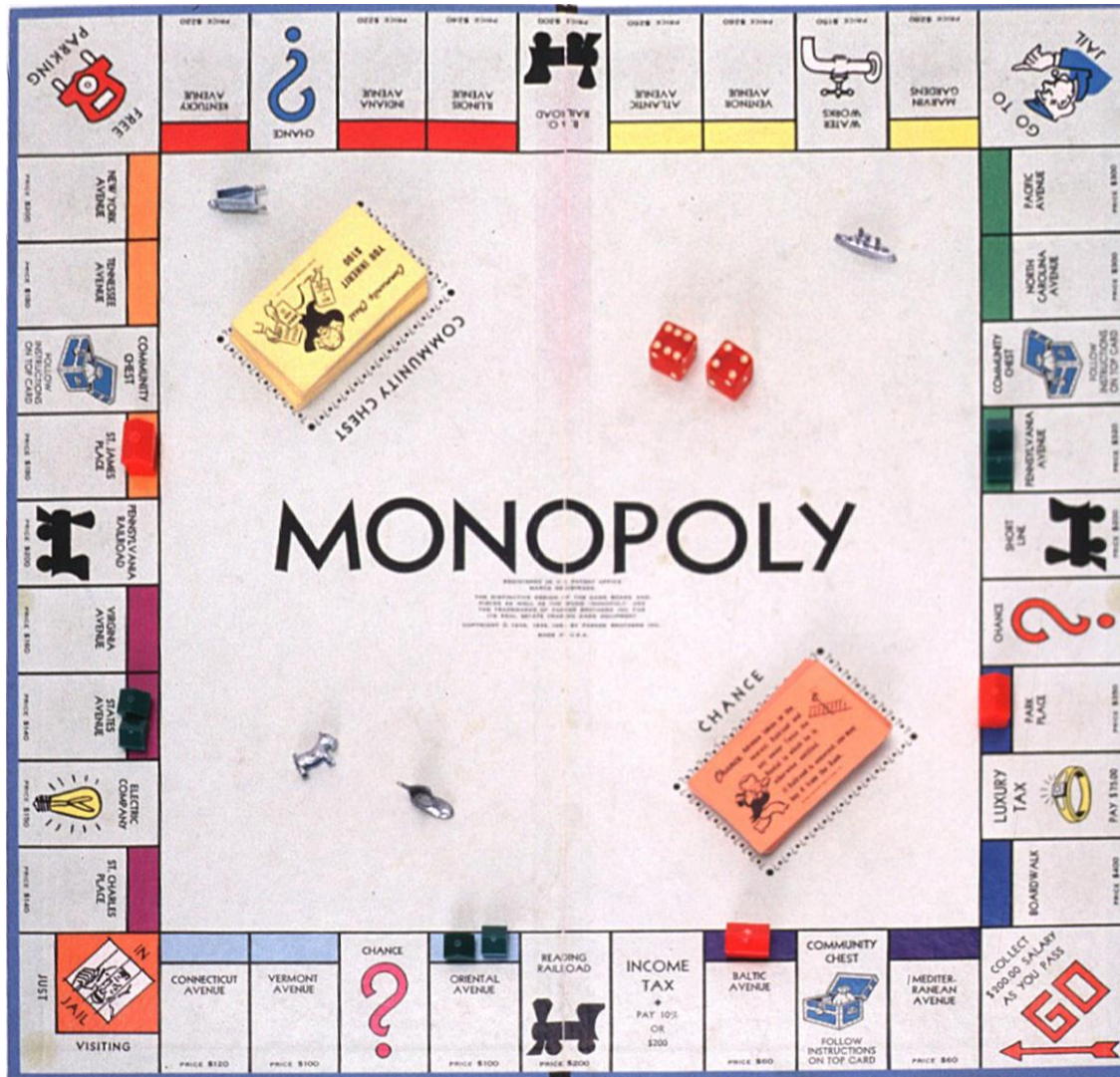
Grid Games



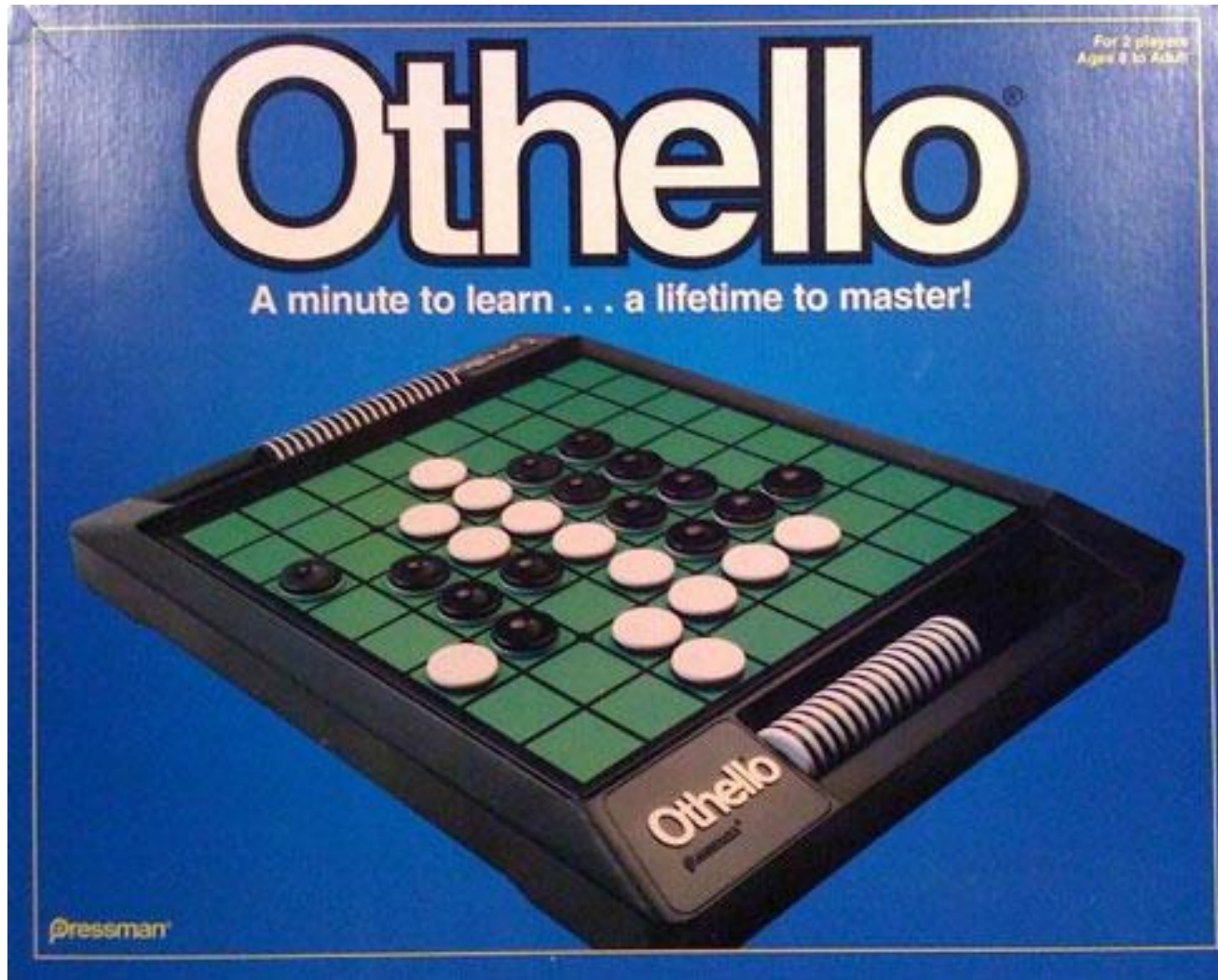
Track Games



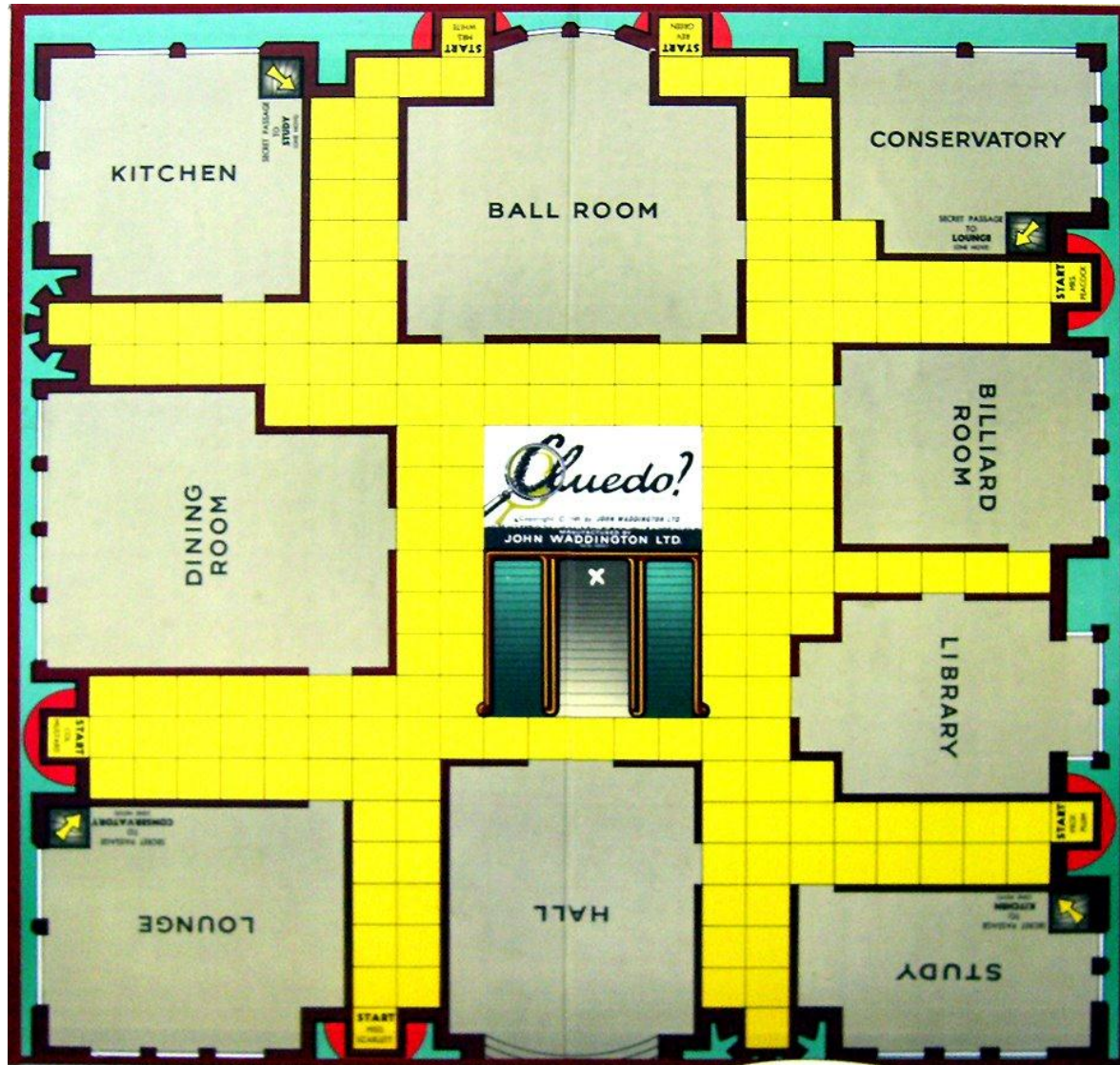
Track Games



Grid Games



Map Games



Target Game



Drawing or Acting Games



Designing the board

- Do you want to have a theme? (e.g. space, sports, shopping, under the sea)
- What style of game will you have?
- Will it be competitive or do they play together and help each other?
- What equipment does it need?

Writing the instructions

- Remember your instructions have to be clear and to the point
- Make sure you include:
 - The number of players
 - The equipment you need (counter, dice etc)
 - The aim of the game / how you win
 - Any rules for how to play

Peer Evaluation Questions

- Were the instructions clear and easy to understand?
- Was the game too quick or did it take too long to finish a game?
- Was the game fair? Did everyone have an equal chance to win or take turns?
- Was it fun to play? What made it fun?
- Could you make any suggestions of how to improve the game?