

CREATE A MATH GAME PROJECT

Objective: You will create a math game that relates to the math concepts we have covered this year. The game should be able to re-teach or reinforce the objectives we have already learned this year. The game should be geared toward Algebra students. Game types could be, but are not limited to:

- Card game
- Board game
- Jeopardy game
- Dice game
- Domino game
- Bingo game

Topics: You must cover at least five of the topics from the topic list.

Name: Give your game a fun and creative name.

Theme: Create a theme for your game. Be creative and carry your theme throughout the entire game and packaging. It should attract Algebra students. Students should want to play your game.

Ex: Sponge Bob Monopoly. Sponge Bob, his environment and all his friends are seen throughout the game.

Game Concept: Your game should be a game that reinforces the concepts you have learned in math so far this school year. The game should carry those math concepts throughout the length of play. It should help the players grasp a better understanding of those concepts and give them enough confidence to feel they have mastered those skills taught by the end of the game.

Game Directions: Clear, step by step, instructions on how to play the game. The instructions should include:

- Number of players
- Materials needed
- Goal of the game – the objective of the game
- Step-by-step instructions INCLUDING how a player or team wins
- Answer key

Game pieces: Choose or create your pieces to match your theme.

Packaging: Create the packaging for your game. It should be able to fit on a book shelf and be attractive to Algebra students. **Large posters boards will not fit on a shelf.** You should make the game compact, such as a Trivial Pursuit board (foldable). **The game MUST be in a box, envelope or a bag.** I suggest making a folder game.

Neatness: Your project should be attractive, neat, easy to read and colorful. Make a student want to pick your game above any other game on the shelf.

DO NOT put your name on your game. Put your rubric with your name on it, inside your packaging.

Name _____

Date _____

Math Game Rubric

This rubric must be turned in with your project. You must get the teacher's signature on your project calendar for completing each part by the deadline. You will lose 1 point per day late per rubric item.

Description	Points Allowed	Points Awarded
Topics – thoroughly covers at least 5 topics Write the topics you chose to cover below. Topic 1: _____ Topic 2: _____ Topic 3: _____ Topic 4: _____ Topic 5: _____ Deadline: One Star Total	5 – thoroughly covers at least 5 topics 3 – covers only parts of the topics 0 – does not relate to the topics	
Theme – a creative theme that was carried throughout the entire game. My Theme: _____ Deadline: One Star Total	5 – a distinct theme that is very noticeable throughout the entire game 3 – a noticeable theme, but not throughout the entire game 0 – no noticeable theme	
Game Concept – your game reinforces the topics learned. Your game must have four questions WITH answers corresponding to EACH one of your topics. This means you must have at least 20 questions WITH answers total. Deadline Topic 1: One Star Total Deadline Topic 2: Another Star (Two Stars Total) Deadline Topic 3: Another Star (Three Stars Total) Deadline Topic 4: Another Star (Four Stars Total) Deadline Topic 5: Another Star (Five Stars Total)	15 – will reinforce the topics and make the player feel knowledgeable with that topic – includes 4 questions per topic 10 – connects to the math topics, but does not reinforce the topics throughout the game – includes 3 questions per topic 5 – is math related – includes 2 or less questions per topic 0 – does not reinforce a topic learned	
Game Directions – all directions are included and clear to the players of the game. Deadline: Another Star (Two Stars Total)	10 – all 5 direction areas are clear to the players (see explanation page) 5 – not easy to follow or something is missing 0 – no directions, nothing is clear	
Game Pieces – all game pieces are included and ready to play the game Deadline: Another Star (Three Stars Total)	5 – all pieces are included to play the game successfully 3 – most pieces are included 0 – no game pieces	
Game Packaging – the packaging was complete and creative Deadline: Another Star (Five Stars Total)	3 – very creative packaging, in a box, bag or folder, and fits on shelf 1 – has packaging, but rather plain 0 – no packaging – does not fit on shelf	
Game Name – My Game Name: _____ Deadline: One Star Total	2 – Creative Name 1 – Assigned Topic Name 0 – Did not name your game	
Neatness – neat, organized, attractive, colorful	5 – very neat, colorful and easily read 3 – readable 0 – no color, not very neat, hard to read	
Total		_____/50

Comments: