Quarter 2 Project
Create a Math Board Game
Due: Friday, January 11, 2013

November 29, 2012

Dear students and families,

In the second quarter, students are creating a math board game that supports the content we have covered so far this year. In this document, you will find all requirements, a rubric, a checklist, and any other important information. The outlines for the math steps and directions are also provided, but you do NOT have to use these. They are a guideline. The final project is due on January 11, 2013. If you misplace any documents, please check the third grade website. If you have any additional questions, contact your child’s teacher via e-mail.

Sincerely,
Third Grade Team

Objective: You will create a math board game that relates to one math concept we have covered so far this school year. The game should be able to re-teach or reinforce one of these topics. Think about other board games that you have played and take a look at those rules. As you create your game, please keep your fellow classmates in mind! On the due date, you will have a chance to play the games that your classmates created and provide feedback! Complete all of the requirements below.

Topic: Highlight one topic from the list provided that your game will focus on. You will choose only one topic and your game will only have questions that

- Place Value
- Place Value and Rounding
- Telling time to the nearest minute
- Temperature
- Addition
- Addition and Subtraction
- Division
- Rounding
- Comparing and Ordering Numbers
- Elapsed time
- Graphing
- Subtraction
- Multiplication
- Multiplication and Division

Create the following for your game:

1) Name: Give your game a fun and creative name that has to do with your game.

2) Theme: Create a theme for your game (sports, beach, under the sea, fairy tales, etc.)

3) Steps to solve the math: Clear, step by step directions on how to complete a problem for your topic. An outline is included.

4) Game directions: Clear, step by step instructions on how to play the game. They must include:

   1) Number of players (at least 4)
   2) Materials needed
   3) Goal of the game
   4) Step by step instructions
   5) How a player wins
   6) Answer key for all questions
5) **Game board:** Design a colorful, neat chart or board with a start to finish, or any other place that your players will use to play the game. It must fit inside your game box and should be sturdy (not paper).

6) **Game pieces:** Choose or create dice, pennies, rocks, paper pieces, tokens, etc that fit your theme.

7) **Game cards:** You must include at least **15** game cards with 15 different problems to solve.

8) **Game box:** Create the packaging for your game. You will need to find some type of box (shoebox, gift box, cereal box, etc.). If there is writing on the box, you need to cover it with construction paper. The outside of your box must include the following:

   a. Name of your game, number of players, and intended age of players.
   b. A catchy advertisement/slogan that would attract someone to play your game.
      (Ex: Pirate theme: “Arrrrr! Read thee’ graphs—or prepare to walk the plank!”)
   c. A picture or illustration that relates to your game. This might be a picture of the game board, a picture or illustration of people playing your game, etc.
   d. A brief summary (3-5 sentences) of how the game is played.

9) **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.

10) **DO NOT put your name on the game.** Put your rubric with your name on it, inside your box.

If you are unable to find or make something for this project, please let your teacher know ahead of time so she can try to help you find them!
Steps to Solve the Math

Title of your game: 

How to... 

Steps:
1. 
2. 
3. 
4. 
5. 
6. 

Sample Problem:
Game Directions: How to Play

Title of your game: ___________________________  # of Players: ___

Materials Included:

- 
- 
- 
- 
- 
- 

Directions:

1. ____________________________________________
   ____________________________________________
   ____________________________________________

2. ____________________________________________
   ____________________________________________
   ____________________________________________

3. ____________________________________________
   ____________________________________________
   ____________________________________________

4. ____________________________________________
   ____________________________________________
   ____________________________________________

5. ____________________________________________
   ____________________________________________
   ____________________________________________

6. ____________________________________________
   ____________________________________________
   ____________________________________________

7. ____________________________________________
   ____________________________________________
   ____________________________________________

8. ____________________________________________
   ____________________________________________
   ____________________________________________

9. ____________________________________________
   ____________________________________________
   ____________________________________________

How to win: _____________________________________
Checklist

____ Topic selected
____ Name given
____ Theme
____ Steps to solve math
____ Directions to play game
____ Game board (sturdy, fits in box)
____ Game pieces
____ Game cards
____ Game box
____ Answer key
**Rubric**

Student Name: ______________________  Game topic: ______________________

<table>
<thead>
<tr>
<th>Topic</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Topic</td>
<td>Student selected a topic from provided list and entire game centered on selected topic.</td>
<td>Student selected a topic from provided list, but some questions did not follow the topic.</td>
<td>Student selected a topic from provided list, but many questions did not follow the topic.</td>
<td>Student did not select topic from list, or questions do not follow the topic.</td>
</tr>
<tr>
<td>Theme</td>
<td>Theme chosen is creative and is present in all aspects of game.</td>
<td>Theme is chosen and is present in most aspects of game.</td>
<td>Theme is chosen, but missing in many aspects of game.</td>
<td>No theme chosen.</td>
</tr>
<tr>
<td>Steps to solve math</td>
<td>Math concept explained in detail with easy to follow directions.</td>
<td>Math concept explained.</td>
<td>Math concept missing important steps.</td>
<td>Math concept explained inaccurately.</td>
</tr>
<tr>
<td>Directions</td>
<td>All details required included, easy to understand, and thorough.</td>
<td>All but one required detail included, easy to understand.</td>
<td>More than one required detail missing or difficult to understand.</td>
<td>Most required details missing or impossible to understand.</td>
</tr>
<tr>
<td>Game Box</td>
<td>Packaging complete and creative.</td>
<td>Packaging complete.</td>
<td>Packaging missing 1-2 pieces of information.</td>
<td>Packaging missing many pieces of information.</td>
</tr>
<tr>
<td>Checklist</td>
<td>All items are included and thoughtful. Student provides additional details/pieces beyond requirements.</td>
<td>One item from the checklist is missing.</td>
<td>Two items from the checklist are missing.</td>
<td>More than two items from the checklist are missing.</td>
</tr>
<tr>
<td>Neatness</td>
<td>All items are neat and carefully put together. Game is easily transported.</td>
<td>Items are fairly neat and carefully put together. Game is easily transported.</td>
<td>Items are not neat. Game is messy and difficult to transport.</td>
<td>Items are difficult to read and understand. Game is messy and difficult to transport.</td>
</tr>
<tr>
<td>Game Play</td>
<td>Game is easy for students to understand and classmates enjoy playing.</td>
<td>Game is easy for students to understand and they have few questions about play.</td>
<td>Game is difficult for students to understand and they have many questions about play.</td>
<td>Game is impossible for students to understand and students have many questions about play.</td>
</tr>
</tbody>
</table>

Rubric Score: _____/32  
Turned in on time: _____/1  
Grand Total: _____/33

**Comments:**