

Student's Name: _____ **Teacher:** _____

Subject: Mathematics

Year 9 **Date set: 3rd January** **Deadline for handing in: 13th January**

Project title: Board Game Design (Foundation)

Your task is to design and make a board game for 4 people.
The playing board is restricted to an A4 piece of card
Only 12 grid spaces are allowed.
If you wish you can incorporate dice and/or counters
A poster will be displayed on the maths corridor

You will need to

- Design your game
- Construct your game
- Write a clear set of instructions
- Play you game and change it if would improve it
- Give all of the above to your teacher

I want to see:

	Checklist
Use of technical words	Yes
Logical structure	Yes
Clear presentation	Yes
Good subject content	Yes
Effective Literacy	Yes
Evidence of research	Yes

Useful Resources:

- *Try typing ' board game strategies' or 'board game design' into a search engine – you may find some useful hints or tips*
- *Why not look through the instructions to Monopoly?*

Extra things you could do:

- *Theme your board game? For example Harry Potter or FIFA*
- *'Box it up'*
- *Is it better to go first or last?*

**THIS SHEET AND YOUR EVALUATION SHEET MUST BE ATTACHED TO
YOUR PROJECT WHEN YOU HAND IT IN**

Success Criteria:

Level	Level Description
5a	<p>Pupils should submit a more complex game designed within the task boundaries, but one that may include extra resources such as a dice, coloured counters or cards.</p> <ul style="list-style-type: none">• aim of the game must be clearly displayed• organised and clear set of instructions• may incorporate an element of strategic thinking• evidence the game has been triated.• present their mathematical understanding of their game.• Use appropriate vocabulary to explain any conclusions
5b	<p>Pupils should submit a more complex game designed within the task boundaries, but one that may include extra resources such as a dice, coloured counters or cards.</p> <ul style="list-style-type: none">• aim of the game must be clearly displayed• organised and clear set of instructions• may incorporate an element of strategic thinking• evidence the game has been triated.• present their mathematical understanding of their game.
5c	<p>Pupils should submit a more complex game designed within the task boundaries, but one that may include extra resources such as a dice, coloured counters or cards.</p> <ul style="list-style-type: none">• aim of the game must be clearly displayed• organised and clear set of instructions• may incorporate an element of strategic thinking• evidence the game has been triated.• present their mathematical understanding of their game.
4a	<p>Pupils should submit a basic board game designed within the task boundaries, but one that may include extra resources such as a dice, coloured counters or cards.</p> <ul style="list-style-type: none">• aim of the game must be clearly displayed• organised and clear set of instructions <p>may incorporate an element of strategic thinking (how one player can gain advantage over another)</p> <ul style="list-style-type: none">• evidence the game has been triated
4b	<p>Pupils should submit a basic board game designed within the task boundaries, but one that may include extra resources such as a dice, coloured counters or cards.</p> <ul style="list-style-type: none">• aim of the game must be clearly displayed• organised and clear set of instructions• may incorporate an element of strategic thinking (how one player can gain advantage over another)
4c	<p>Pupils should submit a basic board game designed within the task boundaries, but one that may include extra resources such as a dice, coloured counters or cards.</p> <ul style="list-style-type: none">• aim of the game must be clearly displayed• organised and clear set of instructions
3 a/b/c	<p>Pupil submits a basic game designed within the task boundaries</p> <ul style="list-style-type: none">• a simple set of instructions