

# SANDALWOOD HIGH SCHOOL

Sr. Alfonso – Español II

Project #6, Board Game

Group Name: \_\_\_\_\_ Class: 1 6 7

City: \_\_\_\_\_

Please list your group members below:

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- ∴ You may choose to do this project either by yourself, with a partner, or with a group of three or four. No groups of five or more will be allowed.
- ∴ This project is worth 200 points.
- ∴ You and your group are going to create a board game set in either:
  - San Juan, Puerto Rico
  - Santo Domingo, República Dominicana
  - La Habana, Cuba
- ∴ Use the Internet to obtain pictures of houses, streets, and neighborhoods to use for your board. Your board game proper must be recognizable so be sure to use images that are recognizably associated with the city you chose.
- ∴ Your board game must incorporate popular places such as plazas, national banks, national libraries, national parks, famous roadways, old churches, colonial houses, etc., of your city.
- ∴ You must either:
  - a. Create your own format of the game, including rules and game pieces.
  - b. Follow the attached suggested rules.
- ∴ If you create your own format of the game, you must include a rule where players must answer a question. Your questions must include mastery of DOPs/IOPs and DAs.
- ∴ Your board game must be fun, funky, and fresh, and it must incorporate color. It must be neatly done a standard-sized poster board.

# Grading Rubric

Group name: \_\_\_\_\_ Period: 1 6 7

	Excelente (40-33)	Bien (32-24)	Regular (23-17)	Triste (0-16)
Design & Look  Fun, Funky, Fresh Factor	<i>The design and look are flawless. It uses fun colors and patterns and is very neatly done. There are no unsightly mishaps and is fresh for the eyes.</i>	<i>The design and look are well executed. It uses an amount of colors and is neatly done. There are some mishaps that distract the eyes.</i>	<i>The design and look are basic. It uses some colors and is completed. There are a few mishaps, but does not adequately communicate a funky and fresh factor.</i>	<i>There are serious flaws in the design and look. There is no use of color. The game severely lacks fun, funky, and fresh factors.</i>
Faithfulness to Recognizability of the City	<i>The board is easily recognizable at first sight as being associated with the city. Popular landmarks are included.</i>	<i>The board is recognizable when examining the elements of the board. Popular landmarks are included.</i>	<i>The board requires investigation and questioning to ascertain which city it represents. Some popular landmarks are missing.</i>	<i>The board does not represent the city.</i>
Rules and Gameplay Appeal	<i>The rules and gameplay are easy to understand and follow. It requires strategy and thinking. The group did NOT use the attached gameplay rules.</i>	<i>The rules and gameplay are easy to understand and follow. The rules requires very little strategy and relies on luck. The group did NOT use the attached gameplay rules.</i>	<i>The group used the attached gameplay rules. With modifications will score higher. Without modifications will score lower.</i>	<i>The rules were confusing to follow, and makes gameplay almost impossible.</i>
Effectiveness of Questions Involving DOPs/IOPs and DAs.	<i>The questions test the mastery of the player in DOPs/IOPs and DAs. They require higher-level thinking.</i>	<i>The questions test the knowledge of the player in DOPs/IOPs and DAs. They require accessing memorized information.</i>	<i>The questions are basic in their approach to DOPs/IOPs and DAs.</i>	<i>The questions do not address DOPs/IOPs or DAs. Or there are no questions.</i>
Overall Design, Effectiveness, and Intangible Factors	<i>The board game was appealing to all ages and levels. Mr. Alfonso is extremely impressed by this product.</i>	<i>The board game was appealing. Mr. Alfonso is impressed by this product.</i>	<i>The board game was well done. Mr. Alfonso is not disappointed with this product.</i>	<i>The board game was a severe disappointment to Mr. Alfonso.</i>

## SUGGESTED RULES FOR YOUR BOARD GAME

*You may use these rules as they are, or you may modify any part of them.*

Very Important: When designing your game board, be sure to have a variety of spaces such as regular spaces, pick a card spaces, move ahead/move back/lose a turn spaces. Also, have a start space and finish space.

### Board Game Rules:

1. Up to 4 players may play at a time.
2. Place the game pieces on the start space.
3. Roll a dice to see who goes first.
4. The first player rolls a die and moves their game piece the correct number of spaces.
5. If the game piece lands on a "Pick a Card" space, then you must pick a Question Card. Question Cards must be on the topic of DOPs/IOPs and DAs. If the player answers correctly, they move ahead 2 spaces. If they answer incorrectly, they move back 2 spaces. Place the used cards at the bottom of the pile.
6. If the game piece lands on a blank space, then the next player goes. If the game piece lands on a Consequence Space, the player must choose a Consequence Card and do what it says. (Consequence cards must be like: go back to start, move back 10 spaces, etc.)
7. To win, a player must get to the "finish" space on the exact roll. If they do not roll the correct number, they must stay on their correct space and wait for their next turn.