

Mythological Board Game

Create a board game that involves/employs stories and characters from Greek mythology.

Be as innovative and imaginative as possible

- 1) Pick your own groups. Must be at least three people, but no more than four. Divide the work equally. Work cooperatively and compromise.
- 2) Decide what type of board game you want to do. This can be one in which your group creates on your own or it can be borrowed from actual games.
Examples: Trivial Pursuit, Monopoly, Cranium, Sorry, Life, Clue, Pictionary, Taboo Scattergories,, Risk, etc.
- 3) Pick which stories you want to use. I will have two books in class if you want to use more stories than what we have covered. You must use/reference at least five stories and five characters. How you want to use them is for your group's choosing. (Could be spaces on Monopoly board, drawings for Pictionary, questions for Trivial Pursuit, etc)
- 4) Make the rules of the game (how do you begin, set-up, how do you win, what are the procedures of the game, how many people are needed, etc).
- 5) Make the board game, design the pieces, (if needed) make/buy dice, (if needed) make cards, type out the rules, finalize the product, give it a name.

On the day that they are due, we will play them in class. The game that the class votes is "the best" to play gets extra credit. Other awards will be given to deserving games. Awards TBA.

Grading

- Group-given grade. Your group members will rate your participation, willingness to work/cooperate.
- Teacher-given grade. The effectiveness of using mythological stories/characters, neatness, creativity, following the assignment guidelines, rulebook.

Total Points: 70 points in Classroom/Groupwork (Teacher-given)

30 points in Classroom/Groupwork (Group-given)