

## Final Task: Game Designer

You are a game designer, and you have been given the task of creating a math game that can be used as a tool for teachers to determine how much students have learned throughout the school year. You have been given specific directions about how many and what type of questions the game must contain, but the design can be all yours.

Your game must be made for at least three to four people to play at one time. Work individually. You will be responsible for writing the questions and making the game. Use the color codes below for each problem to easily identify each category. You will be given time during class to work on the game design and the math problems. Use your time wisely and stay focused.

Questions Requirements: **20 math problems** categorized in the following manner

Problems that Include	Percent of Problems:	Required Number of Problems:	Color Code:	Standards:
The Number System	30%		Red	MCC7.NS.1a; NS.1b; NS.1c; NS.1d; NS.2a; NS.2b; NS.2c; NS.2d; NS.3
Expressions and Equations	20%		Blue	MCC7.EE.1; EE.2; EE.3; EE.4a; EE.4b
Ratios and Proportions	15%		Green	MCC7.RP.1; RP.2a; RP.2b; RP.2c; RP.2d; RP.3; G.1
Statistics, Data, and Inferences	10%		Yellow	MCC7.SP.1; SP.2; SP.3; SP.4
Geometry	15%		Orange	MCC7.G.2; G.3; G.4; G.4; G.5; G.6
Probability	15%		Purple	MCC7.SP.5; SP.6; SP.7a; SP.7b; SP.8a; SP.8b; SP.8c

# GAME CHECKLIST

NAME \_\_\_\_\_

***DUE AT THE START OF CLASS:\_\_\_\_\_!***

**Students will work individually.**

\_\_\_\_\_ Clear directions: How to Play the Game (neatly and legibly handwritten)

\_\_\_\_\_ 20 problem / question cards:

The Number System

30%= \_\_\_\_\_

Expressions and Equations

20%= \_\_\_\_\_

Ratios and Proportions

15%= \_\_\_\_\_

Statistics, Data, and Inferences

5%= \_\_\_\_\_

Geometry

10%= \_\_\_\_\_

Probability

15%= \_\_\_\_\_

\_\_\_\_\_ Answer Key

\_\_\_\_\_ Each category must be color coded

\_\_\_\_\_ Board game can be played by 2 to 5 players

\_\_\_\_\_ All game pieces must be in a baggie or container

## ***\*\*Timeline of Items to turn in:***

\_\_\_\_\_ Copy of handwritten or typed game directions [5/18\_\_\_\_\_]

\_\_\_\_\_ Copy of problems with answers [5/18\_\_\_\_\_]

\_\_\_\_\_ Rough draft of game (sketch on paper) [5/18\_\_\_\_\_]

\_\_\_\_\_ Self-checklist (this paper completed) [5/27\_\_\_\_\_]

\_\_\_\_\_ Game Board and Pieces created and ready to play [5/27\_\_\_\_\_]

# GAME DESIGNER GRADE SHEET

Name \_\_\_\_\_

FINAL GRADE \_\_\_\_\_ / 60

Playability (5 points)	Yes	No	Comments
Are game <u>directions/instructions</u> included in the game?	1	0	
Are game <u>directions/instructions</u> easy to <u>understand</u> ?	1	0	
Are <u>game pieces</u> and/or necessary accessories included in the game?	1	0	
Is the game created for at least <u>2-4 people</u> to play?	1	0	

Game Design Requirements (15 Points)	Yes	No	Some	Comments
Is game <u>appealing</u> to the eye? Is game <u>neat</u> in appearance?	5	0	3	
Was <u>effort</u> put into creating the game? (creativity, colorful, original)	5	0	3	
Is game board and/or pieces <u>legible</u> and understandable?	5	0	3	

Game Logistics (Problems) (35 Points)	Yes	No	Some	Comments
Is <u>appropriate number of questions</u> included in game as outlined on checklist?	25	0	15	
Is answer key included in game?	10	0	5	
Is each different category of questions color coded?	3	0	1	

Game Logistics (Problems) (35 Points)	Yes	No	Some	Comments
Punctuality	3	0	1	

Grading	54 - 60 points = A 48 - 53 points = B 42 - 47 points = C 36 - 41 points = D 0 - 40 points = F
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