**Age of Revolutions Board Game Project**

**Directions: You have recently been hired by a board game manufacturer and have been assigned the task of creating a board game that will help players (students and adults alike) better understand the characteristics and developments of the Age of Revolutions, in a fun and interesting way.**

* You and your assigned group will work together to create a board game focusing on one of the following revolutions: English, American, Haitian, French, Mexican, Latin American, or Russian.

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| **Content Requirements** | **Game Board Requirements** |
| * Minimum of 15 questions specifically related to your group’s main revolution * Minimum of 5 questions for each of the other revolutions focusing on the causes and effects * Minimum of 5 advanced questions to be used for bonus rounds or as a tie-breaker * Use of your assigned primary source * Address the Enlightenment Ideal(s) related to your group’s main revolution | * Clearly written instructions, so that others will know how to play your game * Game “cover” with title and groups members names * Design a game board (Minimum requirement: file folder) * Your game board should be colorful & interesting. * Player tokens (BONUS: Make your game pieces relevant to your revolution!) * Game pieces necessary to play your game (examples: question cards, consequence/reward cards, etc.) |

**Notes:**

* Images for your board game can be either hand drawn or printed. Each group will be allowed up to TWO pages of pictures printed by teachers – must be sent by the end of class on Thursday. You can also print on your own.
* All writing should be clear, neat, and legible.

**Game Models to Consider:**

* “Trivial Pursuit”: Players have to answer questions in order to advance in the game. There is no strategy besides getting a question right.
* “Life” or “Chutes and Ladders”: These follow a basic pattern and allow for external or outside events to happen to the players. This type of game requires no prior knowledge and comes pretty close to games of luck.
* “Monopoly”: The strategy is intense, but means the game is long. There is an outside event that can change the strategy of a player and there are ways to win without having the most earned items from the game.
* Something else…. Make it work!

**Other Considerations:**

* Designing a game where the players directly compete against one another is inherently more complex, but it makes it more enjoyable for the players. Be careful to keep the competition manageable so that the directions are clear.
* Be sure there are no major “dead ends” in the game that would prevent the game from ending or having a winner.
* How will you determine a winner? Last person? (How to eliminate others?) First to finish? (How to advance?)
* What materials will you need to help the board come to life?

**Resources:**

* Class notes
* Enlightenment Nearpod: Code XSJDW
* Revolutions Required Topic List
* Elite 8 Brackets
* Reading Study Guide Sheets
* Misc. Handouts
* Textbook
* Laptop (1 per group)
* Misc. classroom resources