

# Fantasy

## Design a Game

Imagine that you work for a toy company, and you have been asked to design a board game. The game should be based on the book you just finished and should include information about the characters, setting, and plot. When you have finished your game, your classmates will have a chance to play it.

DUE DATES
Book Approved
Book Finished
Rough Draft Due
Project Due

### Materials:

1. cardboard or poster-board
2. markers or colored pencils
3. glue
4. construction paper
5. dice – see teacher
6. index cards or paper
7. playing pieces – see teacher
8. lined paper
9. small re-closable plastic bags
10. brass fasteners or paper clips – see teacher

### Directions:

1. Find a book of fantasy that interests you and is at an appropriate reading level for you. Have your book approved by your teacher.

Book Title: \_\_\_\_\_  
Author: \_\_\_\_\_

2. Write the characters' names, along with a sentence or two identifying each one.

---

---

---

---

---

---

3. Describe the setting of the story.

---

---

---

---

4. Briefly describe the main conflict or problem. Explain how the conflict was resolved.

---

---

---

---

5. Think about how you can design a board game based on all or some of the information you've collected (characters, setting, conflict, and resolution). Keep in mind that players should be able to play the game even if they have not read the book. Consider the following questions:

o How is the game played? What are the rules?

---

---

o What will the game board and playing pieces look like?

---

---

o How does someone win? (Will they reach FINISH first? Will they collect the most points along the way?)

---

---

o Will you use a spinner, cards, or dice in your game?

---

---

6. On a separate sheet of paper, sketch the game board. Test your game to make sure it works before you make a final copy of the game board.

7. Write clear directions explaining how to play it. (You will find that the simpler the game is, the easier it will be to play.) Number each step in the directions. Have someone read your directions to see if they are clear and understandable.

8. Make a final copy of your game board and any other parts (cards, spinner, playing pieces, and so on). Design the board so that it is neat, colorful, and attractive. Write the title and author of the book somewhere on the game board, along with your own name and a fun-sounding name for your game.