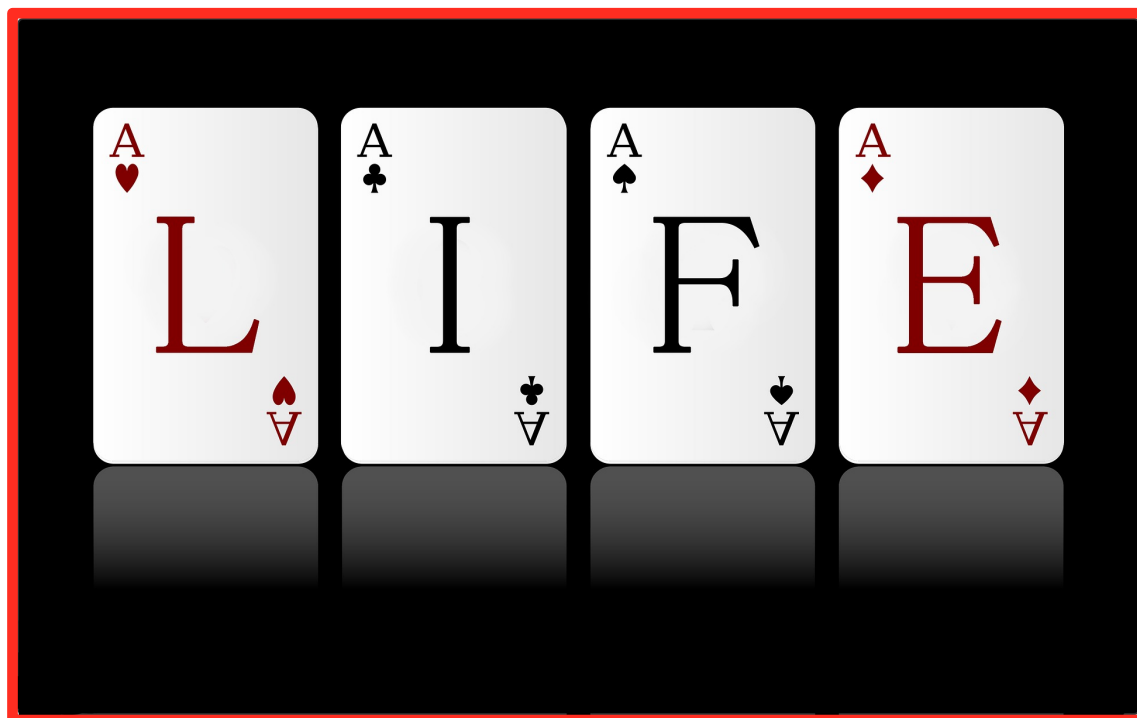


Task sheet 3 - Designing a card/board game



Task:

Based on the novel you are reading in class you are going to design a card / board game. You can create your game digitally or on poster paper. Each time you read a chapter you come together as a group to make questions (with answers) based on what happens in each chapter.

The Process:

The first chapter should be done during class time. After the first chapter is finished, sit together in groups and decide what your game will be. You need to consider the following:

- A name for your game - (what will your game be called)?
- Design - how it looks - (for example it could be based on the map of South Africa)
- How many players are needed to play - (is your game for 2, 4 or more players)?
- Point of the game - (what do you want your players to get out of the game? How do we know who wins)?
- Rules (write down how the game is to be played. Make sure your players know exactly what they have to do).

How to organize playing the game:

At the end of the novel when the games are finished the classroom should be set up as "game stations". Game stations are basically setting up the desks in the classroom for each game. The groups play each others' games and assess them on how good they are to play etc.

The teacher will tell the class when the games are over so you can sit and talk about what it was like to play them.