

## *Ancient Civilizations Board Game Design Challenge*

### **Curricular competencies:**

- Use Social Studies inquiry processes and skills to - ask questions; gather, interpret, and analyze ideas; and communicate findings.
- Assess the significance of people, places, events or developments at particular times and places.

*Students explore and describe significant features of ancient civilizations and factors that lead to their rise and fall.*

**The driving questions:** What are significant features and characteristics of an ancient civilization? What are the factors that lead to its rise and fall?

**The design challenge:** Develop a fun and interactive board game based on your research of an ancient civilization of your choosing.

Explore and describe specific features and characteristics from as selected ancient culture.

Design and assemble a board game to ‘showcase’ and share your research.

Share - present your board game design to other students in the class.



### **Possible features or characteristics to explore:**

social organization, religion, traditions, achievements, celebrations, government, law, trade, communications, transportation, technology, fine arts, food and agriculture, clothing, architecture, medicine, education, music, sports, responsibilities and professions, recreation.

### **Suggested criteria for success:**

- working in teams, the partnership is collaborative- partners work well together to conduct research and design an engaging ancient civilizations board game in a box.



- include a bibliography, documenting the sources that guided your game design (websites, books publisher/date, page number)
- the finished board game includes a minimum of 20 game cards that reflect the findings from your inquiry. **RESEARCH**
- the finished board game has an eye-catching title on the lid of the box and a compelling and user-friendly game board design on the inside of the box. **DESIGN**
- the finished game board includes explicit, easy-to-follow instructions.
- the finished board game includes all necessary game pieces (dice if necessary) so that classmates can play the game. **PLAYABILITY**