

Invent a Board Game

Create a board game that you play with the people who live with you. Your game should include the following features:

- **A theme or narrative:** What's the big idea of your game? Is it set in a particular time or place? What story can you tell about the journey it takes to win the game? Summarize your ideas in a few sentences.
- **Rules:** Create a page of rules to guide play, including how the game begins, what happens on each turn, how to resolve disagreements, and how to win. Rules should be formatted clearly and illustrated as necessary to aid player understanding.
- **A board and playing pieces:** Have fun with the map and the options that happen when players land on the spaces of your board. Try it out to make sure a player won't get stuck unable to move. Playing pieces can be anything you have handy, including coins of varying amounts or with different-color marks.
- **A way to move:** If you don't have a spinner or dice handy, think of other ways to determine how many spaces in which direction a piece will move. Be creative! For example, you could place numbered pieces of paper in a bowl and have players draw a number that tells them how many spaces to move and then flip a coin to determine whether they move that number of spaces forward (heads) or backward (tails).
- **Marketing:** Make a cover and an ad campaign for your game to encourage people to play it! Show and tell what makes it a great way to have fun together.