

Board Game in a Bag

Your task: To design and make a board game that increases awareness and understanding of epilepsy and at the same time teaches about some of the key things needed to maintain a healthy lifestyle.

All information included on the board game **MUST** be researched accurately.

Everybody who plays the game **MUST** learn something about epilepsy and general health and well-being. Your peers will be assessing your game using the rubric below so think carefully!

Criteria 1

The game must include at least 5 facts about epilepsy that will educate the players about epilepsy.

Criteria 2

The game must include at least 5 facts about each of these areas which are all important aspects of health and wellbeing.

a) food b) exercise c) sleep d) social Interaction (This is a minimum of 25 facts)

Criteria 3

All parts required for your game must fit in a 22cms X 25cms zip lock plastic bag

Name ASSESSMENT RUBRIC

Assessment areas	4 points	6 points	8 points	10 points
Design and creativity	The actual design does not show much thought and presentation lacks effort.	Good ideas but the actual presentation of your game board lacks colour and detail.	Creative ideas are flowing and design shows effort but perhaps needs more time input to finish off.	Very creative ideas and you have put a fantastic effort into the actual design and presentation of your game.
Facts	Your game does not contain enough facts about epilepsy and health and wellbeing.	You have not quite reached the target of 25 facts about epilepsy and health and wellbeing.	There are 25 facts in your game about epilepsy and health and wellbeing.	There are 25 plus <u>interesting</u> facts incorporated into your game about epilepsy and health and wellbeing.
Purpose	It is unclear what the purpose and theme of the game are.	The purpose of the game partially relates to epilepsy and health and wellbeing but doesn't clearly represent this theme.	The purpose of the game relates to epilepsy and health and wellbeing.	The purpose of the game relates strongly to epilepsy and health and wellbeing.
Directions	It is difficult to understand how to play the game as many steps are missing.	Directions on how to play are unclear and 2-3 steps need to be added to make it clearer.	Directions on how to play are reasonably clear and set out logically.	Directions on how to play the game are very clear.

Fits in bag **Yes** 10 bonus points

Fits in bag **No** 0 bonus points