***Agriculture Board Game***

Criteria:

The game rules are written clearly and sequenced in logical order.

The game components, craftsmanship and presentation are appropriate, professional, and visually attractive.

The design of the game incorporates fundamental principles and elements of Agriculture. They are taking an agricultural product from “seed to feed.”

The game contains a proper mixture of strategy and luck.

The game should include visuals of the crop at different stages of production.

A world map with distribution patterns must be present.

Models: These are examples of board games that can be modified.

The *Trivial Pursuit* model

Players have to answer questions in order to advance in the game. Having players answer questions about agriculture could be an element in who gets to the market. However, there is no sequential order to the game and not much strategy.

The *Life* or *Chutes and Ladders* Model

These kinds of games are nicely sequenced; they follow a basic pattern but also allow for outside events to happen to players (hurricane wipes out sugar cane crop: go back 3 spaces). However, they can be pretty close to games of luck.

The *Monopoly* Model

The strategy involved is a nice plus, but be wary of open ended games; they take too long to play. The money supply aspect to the game is appropriate for market, but it also complicates the game a bit. The chance and community Chest card concept could be modified to include outside events as well as demonstrate knowledge of concepts (New seed drills implemented on the farm! Advance 3 spaces)

Other considerations

Designing a game where the players compete directly against one another is complex. Be careful not to make a confusing mess. Be sure there are no dead ends in the game.

How will you determine the winner? Is it the last person in the game? If so, how will others be eliminated? Is it the first one to the finish line? If so, how is advancement obtained?

What materials do you need? Dice, tokens, cardstock?

How are you going to divide up the work among team members? Do you need to do some “homework” to complete your game on time?

Assessment

Your game will be graded by playing them in class and grading them according to the rubric below. Plan accordingly. This project should be fun, yet challenging.

Rubric

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Not Visible (0) | Attempted (1) | Needs improvement (3) | Good  (4) | Excellent (5) |
| *Game is self-contained, overall creative and interesting, with a title.* |  |  |  |  |  |
| *Rules are typed and sequenced in a logical order, with a goal.* |  |  |  |  |  |
| *Map is neat, easily understood and integrated into the game.* |  |  |  |  |  |
| *Board game is attractive with artwork and is neat.* |  |  |  |  |  |
| *Product is taken through primary, secondary and tertiary sectors.* |  |  |  |  |  |
| *Game has at least 20* ***quality*** *questions and an answer key.* |  |  |  |  |  |
| *Game has tokens and cards with appropriate agricultural themes.* |  |  |  |  |  |
| *Key words/ideas are incorporated into the board game.* |  |  |  |  |  |
| Total points \_\_\_\_\_\_\_\_\_\_\_\_\_ |  |  |  |  |  |