

**Objective:**

Chemistry covers some very challenging topics. Your goal is to create an educational game, to help students (such as yourselves) learn these difficult concepts. This will allow you to prepare you and your fellow classmates for the Final Exam in a fun way.

**Guidelines:**

- ❖ Your game may be based on a traditional game or may be an entirely new design of your own.
- ❖ Your game must include a complete set of explanations and rules.
- ❖ Your game should be designed to be played with 2-4 players
- ❖ Your game must be safe (you can't have a "Truth or Dare" that requires you to eat chemicals or other such crazy stuff!)
- ❖ Your game must test the knowledge of all sections from each chapter covered this year – See Final Review Guide posted on my website for a list. **CHAPTER AND SECTION MUST BE INDICATED ON THE QUESTION TO RECEIVE CREDIT!!**
- ❖ Your game, as handed in for grading, must include all items necessary to play your game (game board, playing cards, game pieces, spinners, dice, etc.) The game board (if necessary) shall be no larger than a desk top (60 cm x 45cm) and all games must be able to be safely carried out inside the classroom. \*\* If in any doubt, please check with Ms. Neiman and get approval for "creative" games.
- ❖ Your game must have an appropriate name.

**Grading:**

Your game will be graded as follows for a total possible of 150 points:

The game is neat, organized, and shows effort.	14 points
The game has an appropriate name.	10 points
The game meets all required construction criteria.	10 points
The game includes a complete list of rules and scoring guidelines	10 points
The game includes correct information from each section/chapter	48 points
The game tests knowledge from each section/chapter	48 points
The game gets good reviews from peers	<u>10 points</u>
Total Points 150	

**You must include this grade sheet with your project. Or -5 pts.**

**\*\*\*\*\* Due Friday May 25<sup>th</sup>, 2012. Projects will be accepted late for HALF CREDIT on Tuesday, May 29<sup>th</sup>, 2012, after that a zero will be assigned.**