

Roman Empire Educational Board Games

Name _____ Partner _____

Date _____ Block _____

Task: You have been hired by the British Broadcasting Company's Children's division to design and create a board game that teaches children about a specific topic of the Roman Era. Be as creative as you can to make the game entertaining and educational for young players.

Each pair of students will choose one of the following topics:

- Daily Life (customs)
- Time line (history)
- Important People
- Wars/Battles
- Religion
- Innovation (architecture, technology, etc.)
- Political System

In preparation for your game you must complete the following steps in order:

1. Gather three pages of thorough notes from three different sources (Encyclopedias, books, and the Internet). This task is individual.
2. Type clear instructions/rules for your game to explain the following:
 - Game objective
 - How play begins, proceeds and ends
 - Rules
 - Rewards/penalties
 - Materials needed
3. Design a **DETAILED** sketch of your game board.

Once I have approved steps 1-3, then you may proceed to the construction phase of your board game.

4. Design a 10 question multiple-choice quiz to test players' knowledge of your topic once they finish the game. This must relate to the questions asked during your game.
5. List all materials you will need to complete your game board.
6. Create your board game and all pieces or materials that will accompany it. The game must include **accurate** facts about your topic.

NOTE: ALL COMPONENTS OF THE GAME MUST BE TYPED