Make Your Own Board Game

Description

Design and invent the rules for your very own board game in this flexible activity

Space Considerations

Any type of space where kids can be seated to do a craft

Competencies

- Creative and imaginative thinking
- Organization and planning
- Problem solving

Materials

- Construction paper of various sizes and colour
- Paper in various colours
- Crayons, pencil crayons and markers
- Paper for printing dice template
- Rulers
- A wide variety of tactile and decorative items like pompoms, stickers, glitter, foam shapes, playdough, etc.
- Push-pins
- Various small objects or tokens
- Pencils and pens
- Safety scissors
- Glue
- Tape

Implementation

1. This is a very flexible activity in which participants can use their imagination to design, create and draw their very own board game to play against other

participants. Encourage participants to work individually, in pairs, or in small groups—let them decide how they are most comfortable.

2. As part of the activity, it may be a good idea to review with participants a few really simple board games, such as Snakes and Ladders or Trouble. This will provide them with a bit of guidance and maybe spark their creativity. You can also show participants the board game created by Dave Whamond—it's at the center of the TD Summer Reading Club school-aged notebook (pictured below).

   - Snakes and Ladders: A board game for two or more players. It is played on a game board with numbered, gridded squares. A number of "ladders" and "snakes" are pictured on the board, each connecting two specific board squares. The object of the game is to navigate one's game piece, according to die rolls, from the start (bottom square) to the finish (top square), helped by climbing ladders but hindered by falling down snakes.

   - Trouble: A board game for 2 to 4 players, who compete to be the first to send four pieces all the way around a board. Players can send opponents' pieces back to the start by landing on them. Pieces are protected from capture after arriving in the final four slots.

3. Encourage participants to plan before designing their board game. Many simple board games incorporate game pieces and a method to move those pieces through a board from a starting to a finishing point. Participants do not have to follow this format for their own board games. But if they do, ask participants the following to get them on the right track:

   a. Will there by game pieces/tokens? If so, what objects will you use?

   b. How many players can play this game at one time? Is there a minimum and maximum number of players?

   c. If there are game pieces, how will players move their game pieces? Is the object to get from a starting point to a finishing point? If so, participants can use the dice template to create a die (*note*: participants don't have to use the standard 1 to 6 numbering), design a spinner, design a series of numbered cards that can be shuffled and placed face down, or come up with any other option they see fit for their game design.

4. Once participants have thought of a game, they can start designing and creating. It's best to have a table dedicated to all of the material for this program, where kids can go and take what they need for their game.

5. Provide paper for participants to jot down the official rules for their game.

6. Once they've created their game, participants can test it out on others in a pilot run. This first game is important as it can serve as an opportunity for participants to think about any changes they can make to improve their game. If desired and as needed, they can write new rules or modify existing rules to make the game more engaging, or consider tweaking some physical elements on their board game that didn't work out the way they wanted. For example, did the game take too long? Was it over too quickly? If timing was an issue, they may want to consider what they can tweak to solve the problem.

Accessibility Considerations

- Offer pre-cut options, assistance with cutting or easy-grip scissors

- Offer a wide variety of tactile items for kids to choose from and allow them to incorporate objects that are most suitable for them

- Offer tape and large glue sticks

- Allow participants to work individually, in pairs or in small groups, as desired

Book Suggestions
Do Not Eat the Game! by Matthew McElligott
Recycle and Remake by DK

Templates and Images

Dice Template

1. Number the face of each square
2. Cut along solid line
3. Fold along dotted lines into a cube