

HOW ARE YOU GOING TO DESIGN YOUR BOARD GAME?

Task:

Once you've decided on your board game theme and how it is played within your group, as Designer, you need to plan how it is going to look so that it can be made and constructed by everyone on Link Day Two.

Success Criteria:

- ✓ Your design should be clear and well laid out.
- ✓ Your design should be eye-catching and attractive to the people playing.
- ✓ Your design should be created from the information agreed on in the Day One planning sheet.

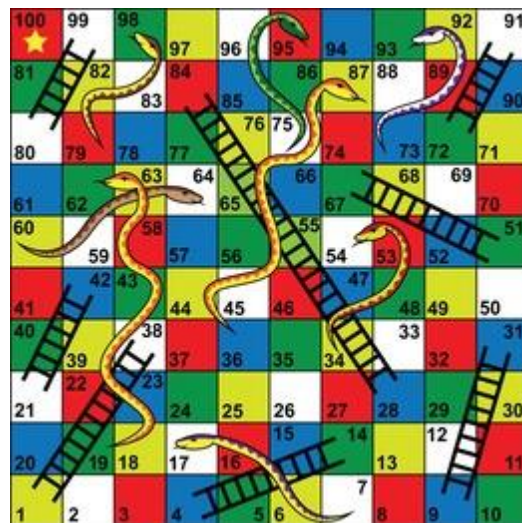
Think about the Board Games you have already played. Use some of those ideas to help you plan your design.

Examples:

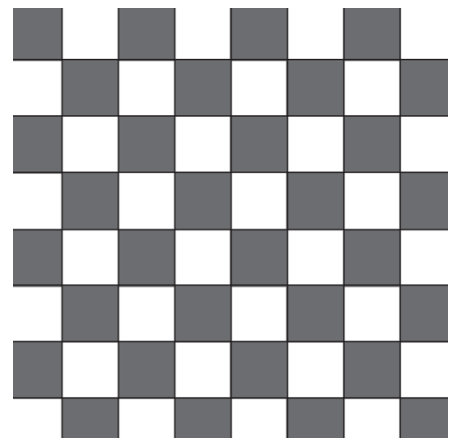
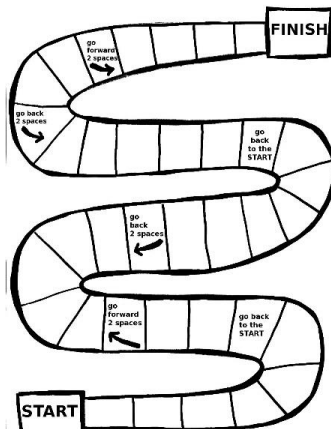
Monopoly



Snakes and Ladders



Others:



Things to consider:

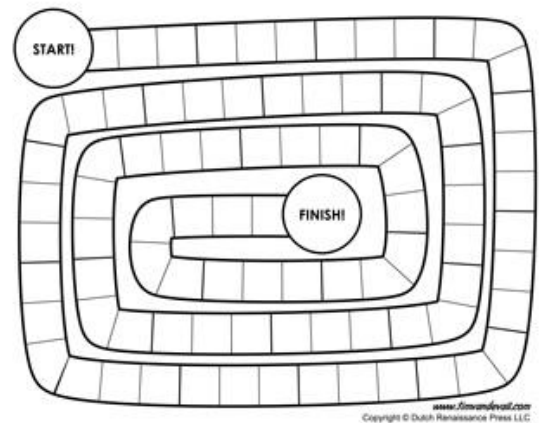
- Will your board game be flat or raised/3D?
- What shape will your board be?
- What will you use to colour your board – Paint? Pens? Pencils?
- What other resources are needed? e.g. characters / cards etc.

How are you doing to present your Design?

Hand-drawn Design



Printed Template and added to?



Whatever you decide to do, should be the starting point for creating your Board Game in the morning of Link Day Two. Be as detailed as you possibly can be in terms of what is written; what colours are needed and whatever else is required.



Good Luck