|  |  |
| --- | --- |
| |  | | --- | | **Making A Game: THE HOBBIT**  Teacher Name: **Dr. Ray**  Student Name:     \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| CATEGORY | 4 | 3 | 2 | 1 |
| Accuracy of Content | All information used in the creation of the game is correct. | All information used in the creation of the game is correct except for one mistake. | The majority of information used in the creation of the game is correct. | Very little of the information used in the creation of the game is correct. |
| Knowledge Gained | All students who play the game gain very detailed knowledge about characters and events in THE HOBBIT. | Students who play the game gain detailed knowledge about characters and events in THE HOBBIT. | Students who play the game gain some knowledge about characters and events in THE HOBBIT. | Students who play the game gain very little knowledge about characters and events in THE HOBBIT. |
| Rules | Rules were written clearly enough that all could easily participate. There were grammatical or spelling errors. | Rules were written, but one part of the game needed slightly more explanation. There were a few mistakes in grammar and spelling. | Rules were written, but people had some difficulty figuring out the game. There were many errors in grammar and spelling. | The rules were not written. |
| Creativity | Student put a lot of thought into making the game interesting and fun to play as shown by creative questions, game pieces and/or game board. | Student put some thought into making the game interesting and fun to play by using textures, fancy writing, and/or interesting characters. | Student tried to make the game interesting and fun, but some of the things made it harder to understand/enjoy the game. | Little thought was put into making the game interesting or fun. |
| Attractiveness | Contrasting colors and at least 3 original graphics were used to give the cards and gameboard visual appeal. | Contrasting colors and at least 1 original graphic were used to give the cards and gameboard visual appeal. | Contrasting colors and \"borrowed\" graphics were used to give the cards and gameboard visual appeal. | Little or no color or fewer than 3 graphics were included. |