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

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| 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.  |