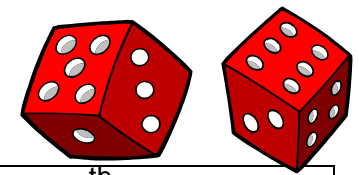



Independent Learning Project



Department:	Citizenship	Start Date:	WB: Monday 10 th November 2014	Due Date:	WB: Monday 15 th December 2014
-------------	-------------	-------------	---	-----------	--

Title of Task: Grange-Enders Conflict Board Game Aims/Learning Outcomes: Create an educational board game that educates teenagers about conflict and their consequences. 	How should I submit my work? Success Criteria: L4 I have made 10 questions on conflict with accurate answers for my game. L5 I constructed a Grange-Enders conflict game that was tested and mostly worked well. L6 I constructed a Grange-Enders conflict that worked very well with clear rules provided. L7 I created a Grange-Enders conflict game that was entertaining with clear cut rules and simple to play. My game is good enough to be marketed.		My Target Level:
What you need to do Guidelines: The aim of your board game is to educate teenagers about conflict and their consequences. For the first part of your task you need to do some research. You Must: <u>Task 1: Research your product</u> <div><div>1.</div><div>Make a mood board of educational board games by finding pictures in magazines, catalogues and on the internet.</div></div> <div><div>2.</div><div>Stick the pictures onto an A4 sheet of paper.</div></div> <div><div>3.</div><div>Label the parts of the games you like and dislike. E.g. I like this game because it is colourful. I dislike the</div></div>	Extension Task You Could: <u>Task 2: Plan your board game</u> <i>Before you make your game you need to plan it.</i> <div><div>1.</div><div>Sketch a picture of what your game will look like. Label the different parts. How will it educate teenagers about the consequences of conflict? You should have some ideas about the consequences of conflict situations you have learnt from Grange-Enders.</div></div> <div><div>2.</div><div>Write a paragraph introducing the game and explaining why you made it and what you want people to learn</div></div>	Useful Topic Related Words Conflict Society Mediator Compromise Resolution Opposition Disagreement	

<p>game because it looks too complicated</p> <p>You Should: Task 3: Make your board game This week it is time for you to make your game! Make sure you include any equipment you need to play it, e.g. counters, cards, dice etc.</p>	<p>from it.</p> <p>3. Think about what the rules of your game will be, and make a simple booklet explaining them.</p>	
<p>What steps can I use to help along the way? These steps will be helpful when completing the project.</p>	<p>Are there any supporting documents – PowerPoint's, images, pictures, website links, etc?</p>	<p>Equipment that I may need</p>
<p>Checkpoint 1 (due in 2 weeks)</p> <ul style="list-style-type: none"> You must have carried out some detailed research on educational games– What types of games exist? What are they made of? How are they played? 	<p>Google web search (type in board games)</p> <p>Google Images</p>	<p>Computer with internet connection</p> <p>A3 paper to create the mood board</p> <p>Colouring pens and pencils</p>
<p>Checkpoint 2 (due in 4 weeks)</p> <ul style="list-style-type: none"> You must have planned and designed your Grange-Enders conflict game on paper complete with explanation/annotations of how it is played. Check your plan and design is in line with the success criteria 		
<p>Checkpoint 3 (due in 6 weeks)</p> <ul style="list-style-type: none"> You must have started constructing your Grange-Enders conflict game from your design. Ensured a friend has tried it out Made final adjustments in time for the submission of your board game. 		

Please remember to plan out your time carefully and ask your Citizenship teacher if there is anything that you do not understand.

