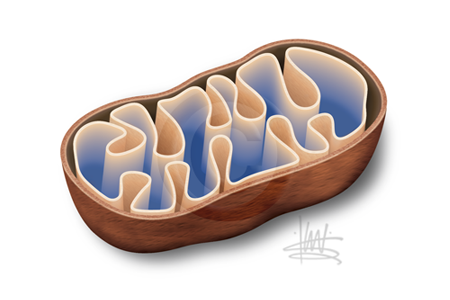
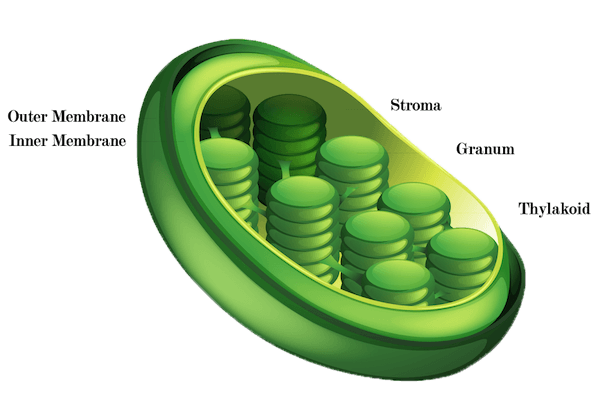
Name\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Board Game: Photosynthesis & Cellular Respiration**

P\_\_\_\_\_\_\_\_\_\_Date\_\_\_\_\_\_\_\_\_\_





75 - 68 Mastery

67 - 60 Advanced

59 - 53 Meets

52 - 45 Approaching

44 or less Beginning

Assignment:

* You are a board game manufacturer, and you are assigned the task of creating a board game that will help students review everything they know about photosynthesis & cellular respiration in a fun and interesting way.

Requirements:

* Using note cards, game board, and colored pencils, create a photosynthesis/cellular respiration game.
* Design and decorate the game board.
* Make it neat, colorful, interesting, and creative.

\_\_\_\_\_\_**24 points** **Create** **24 questions and answers** about photosynthesis and cellular respiration.

* You must have **12 questions** on photosynthesis AND
* **12 questions** on cellular respiration.

\_\_\_\_\_\_ **6 points** **Design/Decoration:** Your game needs to be about photosynthesis & cellular respiration.

* You need at least 6 different pictures on your game board.

\_\_\_\_\_\_\_**25 points** **Format:**

* You need at least five **(5) spaces** with instructions such as:

“*Skip a turn,” “Move 1 space forward,” “Move 2 spaces backwards*” AND

* at least twenty **(20) spaces** with the instructions “*Draw a Card*.”

\_\_\_\_\_\_\_ **5 points Game Directions**: Write your “How To Play” game directions on an index card.

* **Include**: 1. how many die, 2. what indicates when a player draws a card, 3. what the player should do if he/she answers the question correctly/incorrectly, 4. directions for special spaces such as what happens if you go to jail, 5. how to win (roll an exact number to the last space, or roll at least the number to the last space.)

\_\_\_\_\_\_\_**15 points** **Creativity and Effort** during the creation time in class.

* (ONE point will be deducted every time you need to be redirected during the creation time in class).



\_\_\_\_\_\_\_**75 total possible points**

