

Mr. Beede

World History

# Design Your Own Great War Board Game!

**INTRODUCTION AND OBJECTIVES:** For our culminating unit project on World War I, you will design a board game (for up to six players) which focuses on a political conflict/war of past or present! Unlike traditional tests with their emphasis on recall, this project challenges you to exercise higher-level thinking skills—comprehension, application, analysis, evaluation, and most important, synthesis—to complete complex problem-solving tasks. The project focuses on the key questions, difficult issues, essential understandings, and important concepts of the unit. **The overall purpose of this project is to teach others about significant people and events of World War I as well as explain why Germany and the Central Powers lost the war.**

Because your board game will be only one part of some larger instructional environment, you have more freedom than is usual in instructional design and more opportunity to be creative! Anything that is not taught or reinforced by your game will be taken care of by some other medium and format.

**The maximum points you can earn on this project is 50 points! YOUR DUE DATE IS:**

## TOPICS:

1. M.A.I.N. causes of WW1
2. Events leading up to World War I, 1870-1914. “Can the War be prevented?”
3. The Western Front, 1914-1918, Major battles, trench warfare
4. The Eastern Front, 1914-1917, Major battles, Russian withdrawal
5. New Weapons of War
6. Unrestricted Submarine Warfare (Lusitania), total war, rationing
7. Costs of the war (lives, money)
8. Treaty of Versailles (Big 4, 14 Points, War Guilt Clause)
9. **Challenge (Optional):** The Rise of dictators as a result of WW1 (Hitler, Mussolini)

**COMMON MATERIALS NEEDED FOR YOUR BOARD GAME:** As you develop the concept for your board game, you will develop a better idea of the materials that you will need. Common materials include:

1. dice or spinning wheel
2. color note cards
3. stiff material for the board that’s easy to cut (a “cannibalized” board from another game, foamcore, cardboard, tag board, thick construction paper)
4. access to computer technology to create and print the board design **or** markers to draw your own design by hand.
5. game pieces (your choice! If necessary, you can borrow pieces from other board games).
6. sturdy tape and spray glue
7. other?
- 8.

# Your Guide for Creating an Awesome Board Game!

## Step 1: Content Analysis

Immerse yourself in the content and generate as large a list as possible of essential elements and themes of the topic. This should be a free flowing process and is best done collaboratively with your partner. As with brainstorming, this is a time to defer judgment and focus on quantity over quality. Weeding them down comes later.

**You will become experts of the content by conducting research in the school library and on your own! A list of reliable websites is provided below.**

<http://www.history.com/topics/world-war-i/world-war-i-history>

<http://www.telegraph.co.uk/history/world-war-one/inside-first-world-war/part-one/10271886/who-started-world-war-one.html>

<http://www.worldwar1.com/>

Write down words, themes, and/or questions that are associated with the topic of your game. Build on words already posted. Reinforce with positive comments anything that anyone suggests. There are no wrong answers at this point.

## Step 2: Incubation

One of the magic things about creativity is that your mind works on problems without your knowing it. After you've generated a list of possible aspects of your topic, take a break. Walk away from the place where you generated your list and do something entirely different. Some time later, come back and look at your list. New ideas will suddenly occur to you. Connections and alternatives that you didn't notice will become apparent. Add them to your list and then you're ready for the next step.

## Step 3: Chunking

Now it's time to take the list of content elements and put them into categories related to board games. Take a large sheet of paper and divide it into six sections labeled **Pieces**, **Patterns**, **Paths**, **Probabilities**, **Prizes** and **Principles**. Recopy the items that you've listed by putting them into the proper category. If something seems to fit in more than one place, don't hesitate to put it in multiple spots.

<b>Pieces</b>	Elements that seem as though they might make sense as markers to be moved around on the board or as score keeping devices.
<b>Patterns</b>	Are there combinations of things in the content that seem to go together? Are there combinations of things that when put together become something else or take on some additional meaning?
<b>Paths</b>	Are there progressions of events in the content that could be thought of as paths? Is there a physical place in the content that one can move around in?

<b>Probabilities</b>	Do some things in the content happen by chance or happen outside the control of someone dealing with that content?
<b>Prizes</b>	What's valuable in this content area? What do people strive for or try to acquire?
<b>Principles</b>	What general statements can you make about how the world of this content works? What IF-THEN statements can you make that relate one content element to another?

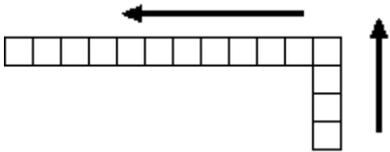
## Step 4: Aligning

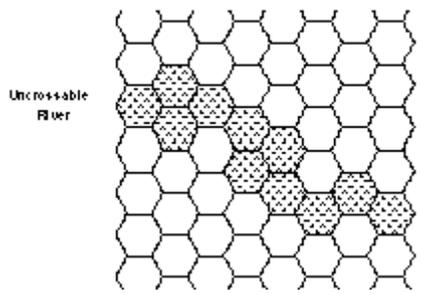
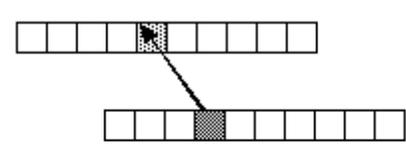
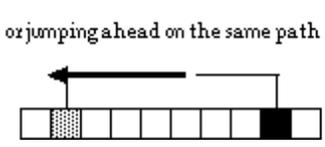
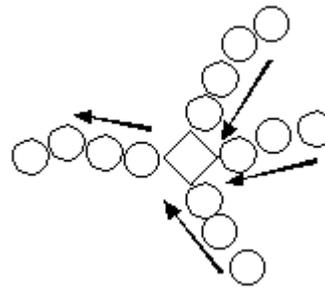
The next step is to look for specific patterns, elements and structures within the content that you wish to teach, and match them with possible analogs in the structure of a game. Look over the list of content elements that you just chunked out and see how you might align them with typical structures found in a board game.

In doing this, remember the two rules of congruence:

1. Whenever possible, the structures of the game should *mirror* the structures of the content.
2. The structures of the game should never *contradict* the structures of the content.

As you examine the content elements that you've listed and chunked and match them with game structures, jot down ideas that seem as though they should be a part of your game.

Content Structure	Game Structure
<b>Movement Through Space or Time</b>	<b>Movement Along a Path</b>
<p><b>Journeys, Quests</b> Finding something lost Making a discovery</p> <p><b>Procedures</b> getting a new weapon</p> <p><b>Processes</b> digestion, making laws, designing a course</p>	
<b>Obstacles</b>	<b>Blocks on the Path</b>

<p><b>Physical</b> mountains, rivers, trenches</p> <p><b>Bureaucratic</b> getting into an alliance</p> <p>(You can make getting past the obstacle contingent on a specific dice throw or possession of a particular card)</p>	
<p><b>Shortcuts &amp; Setbacks</b></p>	<p><b>Jumping Several Squares</b></p>
<p><b>Jumping ahead</b> Invade a neutral country Won a battle</p> <p><b>Moving backward</b> Lost a battle Revolution/unrest at home Ran out of money</p>	<p>Jumping from one path to another path</p>  <p>or jumping ahead on the same path</p> 
<p><b>Decisions, Choices</b></p>	<p><b>Branching Paths</b></p>
<p>Join an Alliance?</p> <p>Remain neutral?</p> <p>Build tanks, airplanes, machine guns, or u-boats?</p> <p>Go to the peace conference or continue to wage war?</p>	
<p><b>Varying Risk</b></p>	<p><b>Risky Paths</b></p>
<p>Some choices lead to a chain of events that are more risky than others.</p> <p>For example, deciding to attack or waiting for your opponent to move first</p>	<p>If one path is meant to be riskier than another, put more squares on it that require turning over a card that describes an undesirable event. Or more squares that might send the player back to square 1.</p> <p>To compensate for this enhanced risk, make the path shorter, or let it also contain more squares that lead to the opportunity for desirable things to happen.</p>
<p><b>Elements with Differing Power</b></p>	<p><b>Pieces with Differing Power</b></p>

<p>People with differing political clout</p> <p>Countries with differing military or economic power</p>	<p>Chess: some pieces can move in more directions or over a greater distance.</p> <p>Backgammon: two pieces together cannot be captured, but one piece alone can be hit by an opposing piece.</p>
<b>Goals, Prizes</b>	<b>Valuable Pieces, End Squares</b>
<p>Interim goals and prizes: Money, additional weapons, more soldiers, land.</p> <p>End goals: Win the war</p>	<p>Interim or gradually acquired prizes can be represented as play money or tokens that look like valuable things.</p> <p>End goals translate to the final stop in a race game.</p>
<b>Changing Conditions</b>	<b>Changing Board</b>
<p>Pre- and post-revolution. Suddenly the rules change.</p> <p>Stock market shifts from bull market to bear.</p> <p>Your ally becomes your adversary.</p> <p>The climate shifts and suddenly it's difficult to be a carnivorous, 50 ton lizard.</p>	<p>Build a two-layer board with a number of holes in both layers. To simulate changing conditions, rotate the upper layer so that some former holes are now covered up and new holes are uncovered.</p> <p>Othello: pieces are white on one side and black on the other. When a row of white pieces has a black piece on each end of the row, they are flipped over and become black, which affects other pieces nearby.</p>
<b>Mathematical Relationships</b>	<b>Lookup Tables</b>
<p>If you have 100,000 men to my 50,000, chance are you will win the battle</p>	<p>Rule book, telling what to do based on a given roll of the dice or other conditions.</p>
<b>Random or Uncontrolled Events</b>	<b>Randomizers</b>
<p>Things that are out of the player's control or which are practically unpredictable such as....</p> <p>weather</p> <p>enemy movements</p> <p>soldier behavior</p>	<p>Use a spinner as part of the board or as a separate piece.</p> <p>Chance cards that are read when you land on a chance square.</p> <p>Dice (can be 6, 10, 12, or 20 sided)</p>

## Step 5: Creating a Prototype

Now you have a list of possible game elements in hand. It's time to take a large sheet of paper and begin to sketch out a game board. Grab some small tokens, coins, or whatever's handy and put them to work as game pieces. For dice and tokens, you can just borrow parts from another board game. Your first board can be "quick and dirty." It just needs to be functional.

Play with possibilities until the design of your game begins to gel.

At this point in the process, keep asking yourself what kinds of thinking the players will be doing as they play. Are they focused on gamestuff or will your game engage them in processing what they know and don't quite fully know about the content? Does winning the game require learning the content better than the other players? If not... you've got more work to do.

After you have made your first prototype, you will probably think of improvements or changes, so it's best not to spend a lot of time and money making the first rough prototype.

## Step 6: Writing the Rules

The rules need to be written down neatly, because a game inventor can all too easily forget what he'd intended, making up rules on the spot during test play. As you play in these early stages, keep notes of comments and suggestions made by the players. You'll also find that some rules aren't clearly enough spelled out, and need clarification. When writing the rule, please be sure to address the following:

1. What is the objective of the game?
2. Are the rules clear and easy to understand?
3. How were the moves determined? Were dice, cards, a spinner, or something else used?
4. What pieces were used to move around the board?
5. Was the game similar to another game that you have played or read about?
6. How was the game designed? Was there one path or several paths? What obstacles caused you to lose a turn or go backward? What shortcuts allowed you to go forward?
7. What reward was at the end of the game?

## Step 7: Creating the Final Board!



There are several different approaches you can take to produce your final product. You can cannibalize a board from another game, such as Risk, and spraymount a new face on it, showing your final desired board layout. Using today's computer printing technology, you can print your board on sheets or on banner paper. You'd have to paste them together onto the board, and you'd have to make sure that your pieces line up properly. Re-positionable spraymount is a good thing.

If you don't want to use a cannibalized board, and you're handy with your hands, you can make a board out of foamcore or another stiff material, such as cardboard, tag board, construction paper, that's easy to cut. After mounting your game board on the face of the foamcore, cut it apart in neat squares. Then you can put flexible cloth tape over the seams on the back (where you want the board to fold outwards) and long-lasting flexible clear tape over the seams on the front (where you want to fold the board inwards). I suppose if you don't like the look of the tape, you could print the seam on some full-sheet label stock, and have a printed seam.

You can also make a cheaper folding paper board, or roll it up like a poster. Nowadays we have Kinko's, which can take computer graphics and enlarge them professionally to a variety of sizes.

You should think about what you want, and explore various options to create it. Look for board games to cannibalize at toy stores and discovery stores. Visit arts/crafts stores, office supply, and plastic supply stores. See what kinds of materials are there, and picture working with them to make your particular project. Staff at arts/crafts and plastic supply stores are usually very helpful about what the materials are like to work with, so ask. Don't be afraid to try several things until you find a solution you like. Once you've finished making your prototype and are in the business phase of your project, you'll pine for this creative phase and all the fun you had. So while you're in it now, experiment and have fun!