

## Progressivism: The Board Game

Purpose: To create a board game to show Progressivism in the United States and review for the upcoming unit exam

Groups: 3 to 4 per group

Materials: Paper for a board  
Markers, pencil, ruler  
Map of United States (not mandatory)  
Class and Reading Notes, HW, Lecture Notes, Textbook  
Extra paper  
Imagination and teamwork

Process:

1. Select your group
2. Brainstorm ideas for a game  
(No exact copies of existing games like Risk) Be Original!
3. Decide on a final idea for the game. Give it a name!
4. Divide the making of the game into separate parts
  - Person A: Draws the Board
  - Person B: Writes up the Rules/Instructions
  - Person C: Writes up the game cards
  - Person D: Explains how the game relates to Industrialism and Progressivism
5. Test the game.
  - If there are any problems with the gameplay, **FIX THEM!**
  - Your final product should run smoothly.
6. Final Phase: Playing the Game
  - We will be playing your game in class. You should be prepared to explain how your game relates to the Chapter.

What will be turned in:

1. The Board (with the group Members names on the back)
2. The playing pieces
3. The Rules
4. An explanation of how this game relates to the unit class

How this will be graded:

- |  |                       |
|--|-----------------------|
| 1. The game should be neat and colorful  | <u>          </u> /5  |
| 2. Your questions are sophisticated, complete, And are relevant to the unit.       | <u>          </u> /10 |
| 3. Information, theme of game, and questions show deeper understanding of material | <u>          </u> /10 |
| 4. Your game is complete (All game pieces and rules turned in)                     | <u>          </u> /5  |
| 5. Your group is on task entire time.  | <u>          </u> /5  |
| 6. Originality and fun of your idea.   | <u>          </u> /5  |
| 7. Rules are complete and explain game clearly.                                    | <u>          </u> /10 |
|  | <u>          </u> /50 |

## Questions

At least 20 questions will be made into cards for the game,

Subject Matter:

- At least one question regarding the Jungle
- At least 4 questions from the progressivism lecture from last class period
- At least 5 questions regarding immigration
- At least 5 questions regarding urbanization
- At least 5 questions regarding industrialization

No more than 3 total true or false questions.

Avoid making this a vocabulary game.

## Playing Board

- Name the Game! Make it appropriate to the unit. (*Make it fancy*)
- The game should have some theme that relates to the unit. (Trains, cities, Immigrants in America, etc.....)
- You can do an "A to B" board game (Life, Candyland) or a "round and round" game (Monopoly) or a free for all (Trivial Pursuit, Risk)
- Full color, art on the board.....

## Playing Pieces

- The pieces shouldn't be just scraps of paper. They should be part of the overall theme of the unit. (Different colored trains, oil rigs, immigrant flags, etc.....)

## Rules

- Explain as simple as possible "how" to play your game in a written instruction manual. I should be able to walk up to your game with no one around and be able to play it because you have explain the game play and objectives so well.

## Explanation

- In a 4-6 sentence paragraph, please explain how the them you have chosen relates to the unit and how your goal/objective of the game relates to the material you have learned in this class.