**Games**

One option to show what you know is by creating a game. Games are great ways to show learning goals over **big ideas, people, battles, or events**. For example make a game over the French and Indian War. Include key people and causes. You can create a jeopardy game or even a board game. (Needs to be something I didn’t do in class!)

* You must submit a proposal slip telling me your plan to use this as an option. You must explain what type of game you are making.

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| **A:**  **ADVANCE PROFICIENT** | **B**  **ABOVE PROFICIENT** | **C**  **PROFICIENT** | **NOT PROFICIENT** |
| -Very creative and fun original game  -clear rules  -had all learning goals/ success criteria covered in great detail  -written in student’s own words and with correct grammar and spelling  -all questions and answers are correct | -Game lacks some creativity but is a successful way to review material  -had all learning goals & success criteria covered  -a couple aspects of the game are confusing  -written in student’s own word but some mistakes in grammar and spelling | - Game lacks some creativity but is a successful way to review material  - Has most of the learning goals covered but missing some key success criteria or lacks details  -written in student’s own word but a few misspelled words and mistakes  - a few questions or answers are incorrect | -Didn’t cover all the learning goals or success criteria  -Not an original game or questions are not in student’s own words |

