

Name:

Date:
Geometry: Create-A-Game

Block:

Rubric

	10 points	8 points	6 points	4 points	2 points
Design & Creativity	Everything is neatly created and directions were followed completely. All the pieces/materials are present.	Game board is excellent but some parts are a little sloppy. Mostly all the pieces/materials are present.	Game board is complete but 1 or 2 elements are missing and it could be neater. A few of the games pieces/materials are present.	Most of the directions were ignored and the board is sloppy. There is a game board but it is not colored and no extra efforts were made at creativity. Most pieces/materials are missing.	There is a game board but it is not colored and no extra efforts were made at creativity OR there is no game board OR majority of the pieces/materials are missing.
Questions	There are 10+ questions and answers, and they are well incorporated into the game.	There are 8-9 questions, and a couple of questions or answers are missing or incorrect.	There are 6-7 questions, and a couple of questions or answers are missing or incorrect.	There are 4-5 questions, and a couple of questions or answers are missing or incorrect.	Less than half of the questions or answers are missing or incorrect.
Format & Purpose	The purpose of the game relates directly to one of the concepts in Unit 2 and the game board represents the theme.	The purpose closely relates to one of the concepts in Unit 2 and the game board somewhat represents the theme.	The purpose partially relates to one of the concepts in Unit 2 and the game board doesn't clearly represent a theme.	The purpose slightly relates to one of the concepts in Unit 2 and the game board does not represent a theme.	It is unclear what the purpose of the game relates to and the game board is missing.
Directions	Directions make it perfectly clear how to play the game. They are neatly typed with minimal grammatical errors.	Directions are typed but have 2-3 minor grammatical errors. They are somewhat unclear or 1 step is missing.	There are more than 3 errors. Directions are unclear and 2-3 steps could be added to clarify.	Errors in grammar interfere with understanding of the directions. Much revision is needed.	Complete revision needed. Many steps are missing or incomplete and it is very difficult to understand how to play the game.

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Content & Difficulty	Questions and rules of play are of an appropriate level-- not too difficult and not too easy.	Rules of play are age appropriate but some questions are too easy or too difficult.	Game is a bit too simple for the grade level and some questions are too easy.	Game is very simple and most questions are too easily answered.	Game is not appropriate for the grade level and questions are too easy or too difficult.
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Background: Choosing a concept from Unit 2: Similarity, Congruence, and Proofs, that we have uncovered so far, you are going to create an original game, or modify a game that already exists. Your game will be used to help students gain more practice on the chosen concept. Use the rubric as a guide and the rough draft template below to help you get started.

The concepts are:

1. Understand dilations, scale factor, and similarity (Standard: MGSE9-12.G.SRT.1, MGSE9-12.G.SRT.2, MGSE9-12.G.SRT.3)
2. Parallel lines cut by a transversal, and their proofs (Standard: MGSE9-12.G.CO.8, Standard: MGSE9-12.G.CO.9)
3. Proofing two triangles are congruent (Standard: MGSE9-12.G.CO.8, MGSE9-12.G.CO.10)
4. Triangle Midsegment Theorem (Standard: MGSE9-12.G.CO.10)
5. Understand congruence in terms of rigid motion (Standard: MGSE9-12.G.CO.6, MGSE9-12.G.CO.7, MGSE9-12.G.CO.8)

Rough Draft Plan

My game is called...	
Who is it for (target audience)? How many players?	What you need in order to play is...
What is it about?	What is the goal of the game?

Rules... How do you start? How do you make a move? Other rules?
