

Game 2: Local Geology

Grading

Plan

Group score, 10 points

Overview 4 points	Explain how the game is organized. Is there a board? Any graphics? Game pieces?
Play 3 points	How does the game run? What do players do? How long should it take? How do content questions feature in the play?
Scoring 3 points	Is there scorekeeping? If so, how does it work? How do players win? Are there places, or just a winner and all the other players? Do the questions have different values?

Game

Your game should present information about the following topics.

- Rivers and streams
- Groundwater
- Fossil fuels
- Glacial landscapes

You do not need to have the same number of questions per topic, but there must be at least four questions for each topic.

Your Questions

Each member of your group will write a share of the game's 40 questions. An individual's 18 points are assigned as follows.

18	Your questions present significant information about the topic. All information is accurate and appropriate. The writing is clear and interesting.
16	Your questions present significant information about the topic. Most of the information is accurate and appropriate. The writing is clear and interesting.
14	Your questions present limited information about the topic. Most of the information is accurate and appropriate. The writing does not hold the player's attention.
0–12	Your questions present limited information about the topic. Little of the information is accurate and appropriate. The writing is difficult to follow.

Game Play Quality

The game gets nine points for game play quality.

Rules

3	Rules are clear and comprehensive, explaining what to do in all situations encountered.
2	Some additional explanation is required in playing
1	Rules are difficult to follow.

Layout

3	Neat, creative, and appealing.
2	Neat and appealing.
1	Neat.

Play

3	Easy to pick up, fast-paced, and fun.
2	Easy to understand and apply the rules.
1	Game drags, or rules are difficult to understand.

Educational Effectiveness

3	To win requires substantial content knowledge. Game challenges even knowledgeable players.
2	Some content knowledge is required to win, though other factors are also necessary.
1	Content knowledge is incidental to winning.

Feedback

You will evaluate the games made by the other groups in the class. Is the game interesting and easy to understand? Are the questions and answers appropriate and correct? Does content knowledge help you win?

Covered 3 points	You evaluate each game in the basis of content. Presentation, and game play.
Clear 3 points	Comments are clear.
Constructive 4 points	Suggestions you make are constructive.

Reflection

You will evaluate your own game and the process of creating it. Did it turn out as you hoped? Did you make any changes to your plan? Would you do anything differently if you were starting over?

Evaluation 3 points	What do you think of your game? Are you happy with how it turned out? Why or why not?
Experience 4 points	Tell me about the experience of making your game. How did your team work together? How did your team design and produce the game?
Lessons 3 points	Did you learn anything about geology as a result of this project? Did you learn anything about creating games? Did you learn anything about working in groups?