



Discovery Worksheets

Design a board game

Toy retailers are always looking for new and exciting games to sell. Many of them, such as Trivial Pursuit® and Monopoly®, have become international successes. Have you ever thought: 'I could have designed this'? Well, here's your chance.

Use information about natural disasters to develop an interesting board game for your peers. The hardest part will be coming up with a new, interesting idea at the start.

Here are a few clues to help you get started:

- Base your game on one you already know well. At the simplest level, this might be replacing a 'snakes and ladders' concept with 'floods and droughts'. But try to put a new twist on it.
- Don't design a game in which a player can be knocked out very early in the game. Try to keep everyone in the game right to the end.
- Don't make your rules too complicated, and don't have too many of them. You want to avoid players having to continually check the rules once the game is in progress.
- Make sure that your idea will work. (For example, don't have an instruction that requires a player to move a certain number of squares if this is not possible.)

Here are some tips to help you create your board

game once your ideas are sorted out:

- Don't make your board too big. Use good quality cardboard and sketch a rough copy first.
- Illustrate your board with relevant diagrams and pictures. If your game is based on information about volcanoes, then use colourful images of volcanic eruptions.
- Write your rules in simple language, so that a ten-year-old could easily understand them. Make sure there are no confusing or contradictory statements.
- If your game requires dice, markers or other props, make or buy them and seal them in a small plastic bag.
- Design a colourful box for your game. Check out the board game boxes in toyshops. Look at the graphics and type of language used to encourage people to buy it. Try to capture this excitement in your own design.



Atlas of Discovery, pp. 12–13; library; Internet; a variety of board games; cardboard; scissors and glue; coloured pens or pencils; cut-out pictures from magazines; props such as dice and board markers; box (such as a man's shirt box) to package board game