

States and Capitals: The Game

Task: invent a game to learn and help others learn their states and capitals

Ideas:

matching game

board game

puzzle game

card game

catchy tune or rhyme game

trivia game

Requirements:

Must have some visual parts

Must have directions or rules for play

Assessment:

	Design	Function	Quality	Reward
A	Targets learning of all state capitals and state locations.	Game is highly playable involving strategy or skill.	Game is well planned and constructed; all aspects of play are accounted for in the directions.	Players are highly motivated to continue through an effective reward system.
B	Targets learning of state capitals or state locations.	Game is playable involving strategy or skill.	Game is well constructed; most aspects of play are accounted for in the directions.	Players are motivated to continue playing through a reward system.
C	Targets some state capitals and/or state locations.	Game is playable.	Game is adequately constructed; some aspects of play are accounted for in the directions.	Players are not consistently motivated to continue.
D	Does not target learning.	Game is not fully playable.	Game is poorly constructed; few, if any aspects of play are accounted for in the directions.	Players are not motivated to continue.