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| **Board Game Evaluation**  **Your game will be graded according to the rubric below. I'll ask for your input about the contributions of everyone on your team and will adjust the group grade upward or down for individuals if necessary. I do NOT always give the same points for each member. I walk around, see who is, and who isn’t working on task.** |

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| **Board Game Name** | | | **Creators** | | |
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|  | **Beginning**  **0-1** | **Developing**  **2-3** | **Accomplished**  **3-4** | **Exemplary**  **5** | **Score** |
| **Practicality/ Ease of set-up** | The game would take considerable effort to set up and play...more effort than it's worth. | The game would take a fair bit of effort to set up and play in the chosen context | The game is fairly easy to set up and play, but a few glitches are apparent. | The game is very easy to set up and play in the context it was designed for. |  |
| **Rules Simplicity** | Rules are unclear and too long. There are rules that add complexity without adding to playability or learning. | The rules are not entirely clear or complete. There are rules that could be eliminated without harming the game. | Rules are fairly short, clear and complete, but could be streamlined a bit. | Rules are short, clear and complete. |  |
| **Required Content**  **X3** | You incorporated few to none of the key terms. | You incorporated 10- 15 Key terms. | You incorporated 16- 19 key terms | You incorporated all 20 key terms somehow in your game! |  |
| **Professionalism in Design/ Creativity** | Game looked like it was made hastily to low quality standards or was a direct copy of an existing game. | Game had some issues with professional look, had lots of errors, or borrowed heavily from another game. | Game looked like you spent a decent amount of time creating and working on it- few errors, is pretty creative. | Game looked like you spent a lot of time creating, working on it- no grammatical errors, and its highly creative. |  |

=30 Points Possible!

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