

Name: \_\_\_\_\_

## Task 3.B

# Asian Civilizations Review Game

### Standard:

1. Students will be able to create a review game based on a real game or one he/she invents.
2. Accurate facts, pictures, symbols, etc. will be present that encompass the three main Asian civilizations in this unit: India, China, and Japan.
3. Students will be able to describe major events and important figures and how they impacted each of the Asian civilizations.

### Task:

Whenever we finish a unit, the last few days are dedicated to reviewing and taking a summative test to prove what you have learned throughout the unit. I usually create a review game for the class to play. I make the questions, I research the answers, and I put the game together. ***Now it's YOUR TURN to create a review game of your own. Your review game should include...***

1. **30** questions (with answers provided) dealing with the entire Asian Civilizations unit (**10** for each **India, China, and Japan**).
2. A variety of question types, meaning not all multiple-choice questions.
  - a. Multiple choice, false statements, fill-in-the-blank, matching, etc. **You CANNOT use True/False questions.**
3. Pictures and/or symbols that represent the content we learned.
4. Detailed rules and materials for the review game (directions, poster board, bonus cards, Jeopardy PowerPoint, etc.)

*Use all of your notes, readings, PowerPoints, quizzes, and textbook to complete.*

*Example of a good question:*

In 330 AD the city of Byzantium was renamed

- A. Rome
- B. Constantinople
- C. Mecca
- D. Pompeii

Answer: B. Constantinople (REMEMBER--the answer should not appear on the same side as the question.)

# Review Game Rubric:

Name: \_\_\_\_\_

Criteria	0-59	60-69	70-79	80-89	90-100	Score
<b>30 Questions with answers provided</b>	Some questions are provided but answers are wrong or missing. Most questions focus on small details that don't have importance in unit.	Less than 20 questions provided and most have answers  Or 20-30 questions provided but with no answers.	20-24 questions that provide a review for the unit.  Correct answers provided for most of the questions present. Or 25 questions provided but some are not good review questions because they focus on small details that don't have importance in the unit.	25-29 questions that provide a review for the unit  Correct answers provided for all questions present.	30 relevant questions that provide a review for the unit.  Correct answers provided for each question.	<b>X2</b>
<b>Variety of question types, including some for all three civilizations</b>	Only 1 question type used and questions provided for only 1 civilization.	2 question types used.  10 questions provided for only 2 civilizations.	2 question types used.  10 questions provided for each civilization.	3 or more question types used.  10 questions provided for only 2 civilizations.	3 or more question types used. (multiple choice, false statements, fill in the blank, matching, etc.) <b>You may not use T/F questions.</b>  10 questions provided for each civilization (India, China, and Japan).	
<b>Picture and/or symbols</b>	0-1 picture and/or symbol present from each civilization.  Or 5 pictures present but only from 1 civilization.	2 pictures and/or symbols present for each civilization. (6 total)  Or 10 pictures present but missing a civilization.	3 pictures and/or symbols present for each civilization. (9 total)  Or 15 pictures and/or symbols present but they are all from 1 civilization.	4 pictures and/or symbols present for each civilization. (12 total)  Or 15 pictures and/or symbols present but missing a civilization.	At least 5 pictures and/or symbols present for each civilization. (15 total)	
<b>Rules, Materials, and Quality</b>	Game cannot be played because of missing supplies such as gameboard.  Not final draft quality, sloppy, or more than 20 spelling/grammatical mistakes.	Game can be played but unclear because of missing supplies such as directions.  Not final draft quality, sloppy, or 15-20 spelling/grammatical mistakes.	Game can be played because everything is provided but is confusing because of unclear directions.  Not final draft quality, sloppy, or 10-15 spelling/grammatical mistakes.	Contains all materials to play such as <b>directions</b> , gameboard, bonus cards, Jeopardy PowerPoint, etc.  Final draft quality with 5-10 spelling/grammatical mistakes.	Contains all materials to play such as <b>directions</b> , gameboard, bonus cards, Jeopardy PowerPoint, etc.  Final draft quality with very few spelling/grammatical mistakes.	

**2% point Bonus for above and beyond creativity and effort.**

Teacher Comments:

**10% grade reduction if late.**

**5% grade reduction if this rubric is not turned in with assignment.**

Total Points:          /500

Brainstorming for your game:

Gameboard ideas (what will it look like):

Remember to make question cards...

10 for India, 10 for China, 10 for Japan = 30 total

Use different types of question...multiple choice, false statement, fill-in-the blank, matching, etc.

Anything neat?  
Bonus cards? etc.?

Where will I put the answers to the questions?  
(circle one)

**Separate sheet** - **Back of question cards**

I need to collect or draw at least 15 pictures (5 from India, 5 from China, 5 from Japan).

Where will I put these pictures?  
(Circle one)

**On the Game Board**

**On the Question Cards**

**Mix of both**

**Directions (Rough Draft):**

In your directions, explain:

\_\_\_ Who gets to go first?

\_\_\_ How does a player move?  
(dice? Something else?)

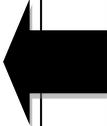
\_\_\_ When is a card drawn, and who reads it to the other person?

\_\_\_ What happens if a person gets the question right?

\_\_\_ What happens if the person gets a question wrong?

\_\_\_ How do you win?

\_\_\_ Anything else?



Mr. Larson has dice. Don't make dice.

**DO make the pieces that players will move.**