



Design a Board Game

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Why not create a board game to illustrate your favorite book? You'll need pieces of cardboard, pens, scissors, and materials with which to make game pieces.

First, design your game on a piece of paper. Will you create a path that players must navigate? Some squares on the path might require players to pick a card, move back three spaces, or go to "jail" or another destination based on the story.

Perhaps your game will be three-dimensional, allowing game pieces to slide down chutes and land on teeter-totters that cause a chain reaction of some sort.

However you decide to organize your game, make sure it relates to your book in some manner.

Choose and make game pieces according to symbols or characters in your book. Think about other details, as well. Will you use dice or cards or a pointer that spins? What landmarks from the book might you include on your game board? What conflicts, similar to those in the book, might players have to navigate during the game? What rewards await the winning player?

