Task description: My Pursuit assessment Task

You will work individually.

Your task is to produce a Board Game, based on Trivial Pursuit™, which can be played by other members of the class and which will test their knowledge of medieval society.

You will have six sessions to complete this work. Plan your time carefully.

Follow these steps:

Steps to complete the task

1. Identify at least five game categories to match key aspects of medieval society, for example, daily life in medieval society.
2. For each key aspect, create between two and four questions. The minimum total number of questions you should have is 15.
3. Check your completed game questions for the game to ensure you have a range of question types for example, True or False, Multiple Choice etc.
4. For each game question, indicate the source that you used for the information.
5. Provide correct answers for each of your game questions.

Design

1. Design a symbol to represent each key aspect. These symbols will appear on the playing board.
2. Design appropriate playing pieces to be used by each player.
3. Design the playing board.
4. Write out your game questions on cards.
5. Write a set of rules for playing your game.

Collecting feedback from peers

Arrange for a group of other students to play your game and to provide you with feedback on the Feedback Form.

Responding to feedback

Read the feedback you have received from the other students and make amendments to your game. According to the feedback you received, you may need to modify your game questions, instructions, and design. Complete the Self-Assessment sheet.

Submit:

- the board game
- the list of questions and answers along with the name of the source(s) that provided the information
- the feedback form from the group who played the game
- a completed self-assessment sheet.

Don’t forget to use the rubric to check your progress as you work on the task.