

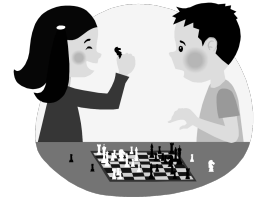
Book Project

Create a Game

1. Choose a fantasy or science fiction chapter book to read.
2. Read the book
3. Create a game to bring into class (Think “Candyland” or “Chutes & Ladders”)
4. Your game board will need the following:
 - a. A game board no larger than 18 x 12
 - b. The setting-labeled “setting”
 - c. Characters from the story-labeled
 - d. 5 examples from the story (ex. Charlotte spins a web with writing in it. Move ahead 2 spaces.)
 - e. Instructions for the game
 - f. Your name
 - g. 1 paragraph telling why you would or would not recommend this book
5. Bring your completed game into class no later than Wed. **May 25th**.



NAME _____



Create a Game

Setting (labeled setting)	/3
Characters (labeled)	/3
Instructions	/5
5 examples from the story	/7
Recommendation paragraph	/7
TOTAL	/25

NAME _____



Create a Game

Setting (labeled setting)	/3
Characters (labeled)	/3
Instructions	/5

5 examples from the story	<i>/7</i>
Recommendation paragraph	<i>/7</i>
TOTAL	<i>/25</i>