

Mr. Schlick **Create a Game – MP4 Honors Chemistry Project**

Part 1: DUE _____

Part 2: DUE _____

Late Policy: 10% penalty per day prior to grading. Nothing accepted after 5 school days.

Directions: *Create a chemistry game that reviews a concept that we have studied this year.* I want you to come up with your own, creative way of reviewing a concept from the course. Your game can be one that is played alone, with a partner, with a group, or with the entire class. The game should be grade level appropriate. If you are not sure if it is grade level appropriate, ask or use the textbook for a reference. Your game must include at least 20 chemistry problems/concepts and answers. *You may use the internet to get ideas, but do not copy or replicate something you find. You must make the game yourself. Be creative!*

Examples:

- Board game
- Matching game
- Bingo game
- Card game
- Partner Game
- Memory Game
- Folder Game
- Jeopardy Game
- Deal or No Deal Game
- Wheel of Fortune Game
- Who wants to be a Millionaire Game
- Your own original idea

Concepts to choose from: (It would be a good idea to choose a concept that you personally need to review...ie...you didn't do so well on the test from that unit. If you have a concept you would like to do that is not listed, please see Mr. Schlick for approval. You may combine concepts or do multiple concepts if you would like. You should get approval before completing Part I)

- Chapter 3: Matter
- Chapter 4: Atoms
- Chapter 5: Electrons
- Chapter 6: Periodic Table
- Chapter 7: Chemical Formulas
- Chapter 8: The Mole
- Chapter 9: Chemical Reactions
- Chapter 10: Periodic Properties
- Chapter 12: Chemical Bonding
- Chapter 13:

Part I: DUE _____. You will turn in a typed paper clearly explaining what concept your game will cover and what type of game you will be creating. The paragraph needs to be at least half a page in length. You do not have to be exact with the details of the game, in this paragraph, but the paragraph should state the concept you have chosen and should show me that you have done some thinking and planning already. This does not include the instructions on how to play the game. **You may not change your idea after turning in Part 1, so make sure you are happy with your choice.**

Part II: DUE _____. You will turn in your game, typed instructions, answer key with all problems worked out and work shown, and all pieces necessary to play the game. You will introduce and explain the concept of your game to your classmates.

Grading: Project grades count towards 20% of your marking period grade. This project could improve your overall grade. However, not completing the project will harm your grade. Once the projects have been turned in and graded, we will play the games as part of our review for the Final exam.

Create A Game - Scoring Rubric

Part 1

- concept and idea of game explained and turned in 6 points
- Part 1 is typed 2 points

Part 2

- Creativity** of Game 12 points
- Accuracy** of Chemistry Concept in Game 16 points
- Game is **grade level appropriate** 4 points
- Evidence that **time and effort** were put into creating an engaging activity 12 points
- Neatness** (no mistakes or errors, everything is legible) 12 points
- Contains **all games pieces** needed to play the game 4 points
- Typed directions** which are easy to understand 8 points
- Presentation** of Game to the Class- explain concept and how to play 4 points
- Game has at least **20 questions** 10 points
- Answer Key** with questions correctly solved on a separate document 10 points

Total: 100 points

Score: _____/100

Good Luck and Have Fun!

Be creative and come up with something that you feel would be enjoyable for all. Please ask any questions if you are not sure about any part of this project and do not wait until the last minute!