

# Creative Group Project

**Due Date: Friday, May 7<sup>th</sup>, 2010**

***Think back to times when you played Monopoly or Life. In one way or another, the objectives of those games and the decisions you made throughout those games represented something familiar in your life. Just as those games can represent things in your life so could a game represent things in Esperanza's life.***

In a group of 3-4 students, you will create a board game that represents the novel, *House on Mango Street*.

The game board should be made from heavy cardboard so that it can withstand actual playing. Yes, we will play the games for FUN!

**Some other things to consider as your group is working on the game:**

- Will the game be square or circular?
- What type of game pieces will you have?
- How will the players advance game pieces? (cards, dice, etc.)
- What is the objective of the game?
- How many people can play?
- What are the rules? (You will have to include written rules with your game.)
- What aspects of the book can be included in your game?

**Now, you are surely wondering how you will be graded for this project.** First, this is a group project and I expect all members of the group to do equal work. *You will not receive equal grades if it becomes apparent to me that one person is doing more work than another is.* Second, this is a creative project. *Creativity is a large portion of the grade.*

**Lastly, the final grading scale:**

Creativity: 0-25 points

Game pieces included: 0-10 points

Rules included (and they work): 0-15 points

The game is reflective of the novel: 0-25 points

**TOTAL POSSIBLE: 75 points!**