

# Students Create Their Own Board Game.

How to use this in your classroom.

Have your students design their own game. You can have students use **sight words, spelling words, math problems**, etc. I have provided two sets of directions, for the different ability levels you may have in your classroom. I use this as a tiered lesson in the classroom. All students will make a game. Students that are more independent will write their own directions for the game. Students that need a little extra help will just fill in the missing parts and write how the players will win the game.

## Materials

Dice or students can make a cube and number the cube.

**Gingerbread cutouts:** write sight words, spelling words or math problems on these.

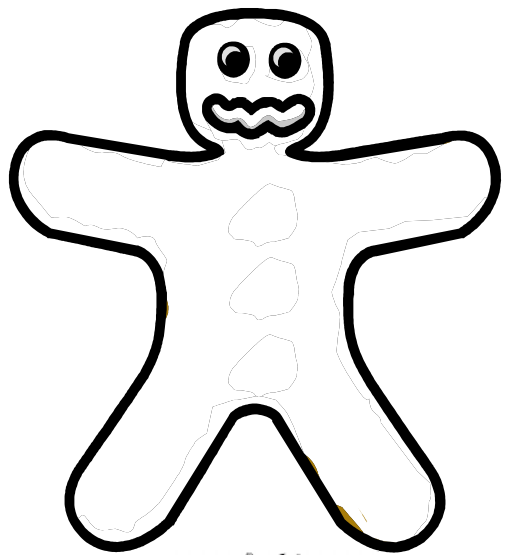
**Gingerbread houses:** students collect one each time they give a correct answer.

**Game board:** Students design the board game.

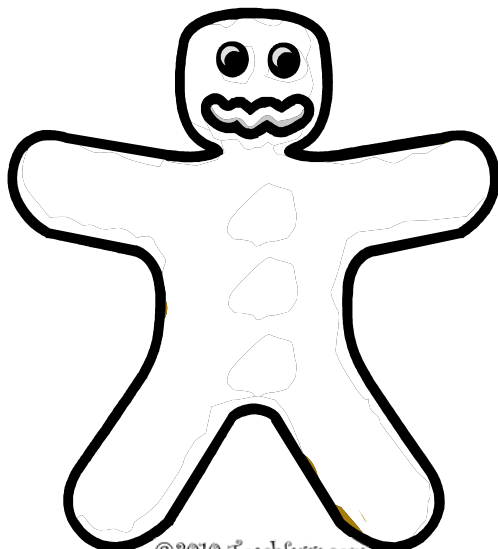
**Ex:** draw one card, draw two cards, move ahead one space, go back two spaces.

**These are just suggestions. The above cards can be used in many different ways.**

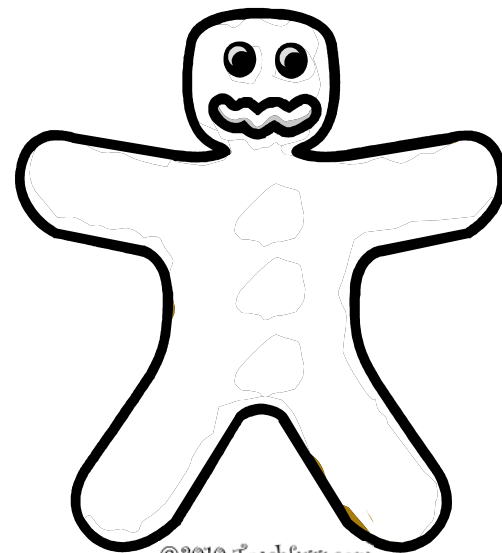
I give an example of how the game could be played, but there are many ways to design and play the game. I want students to be as creative as they can.



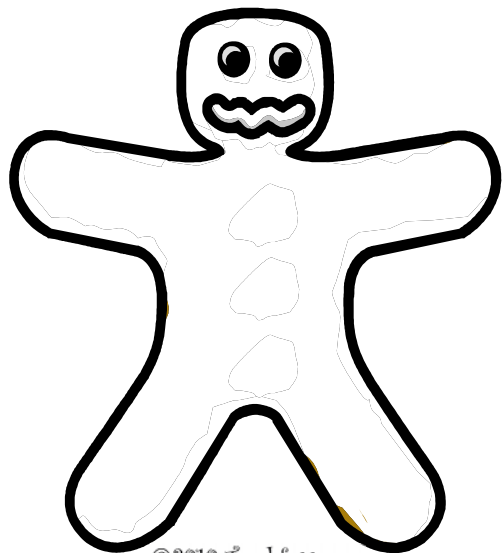
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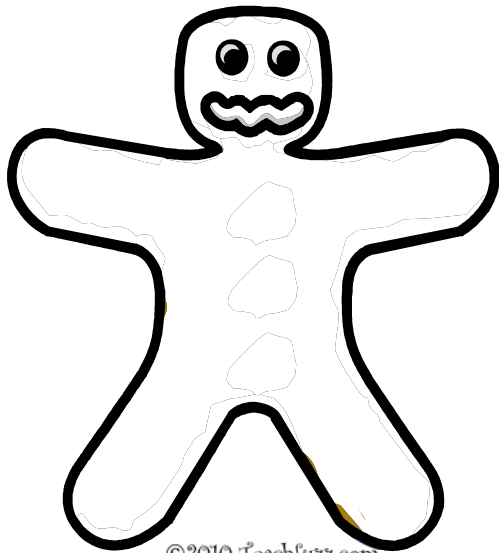
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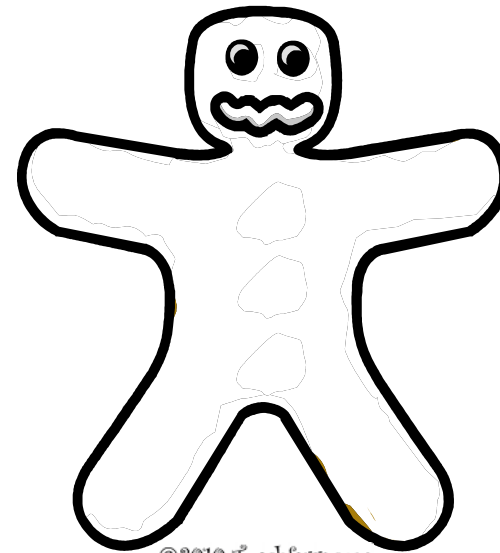
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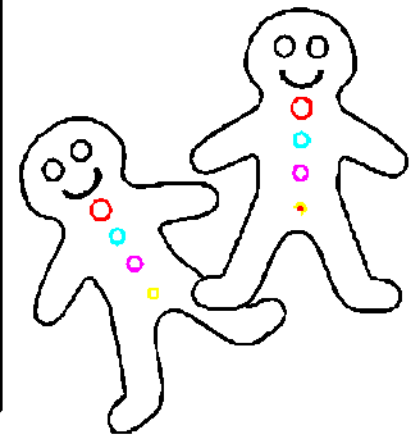
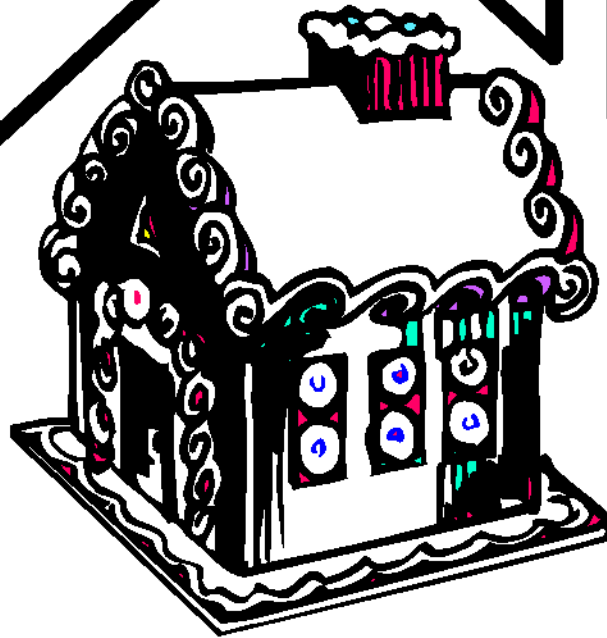
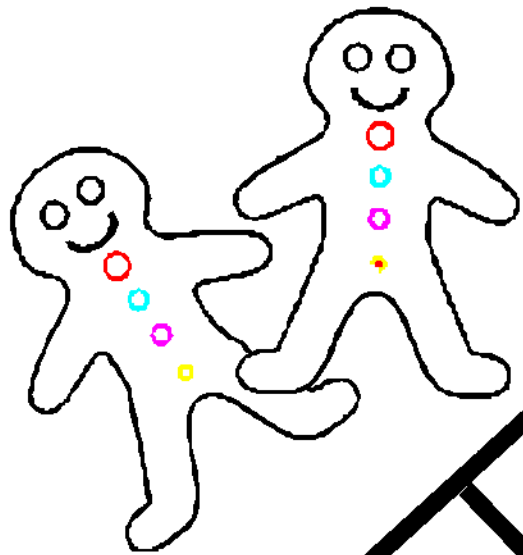
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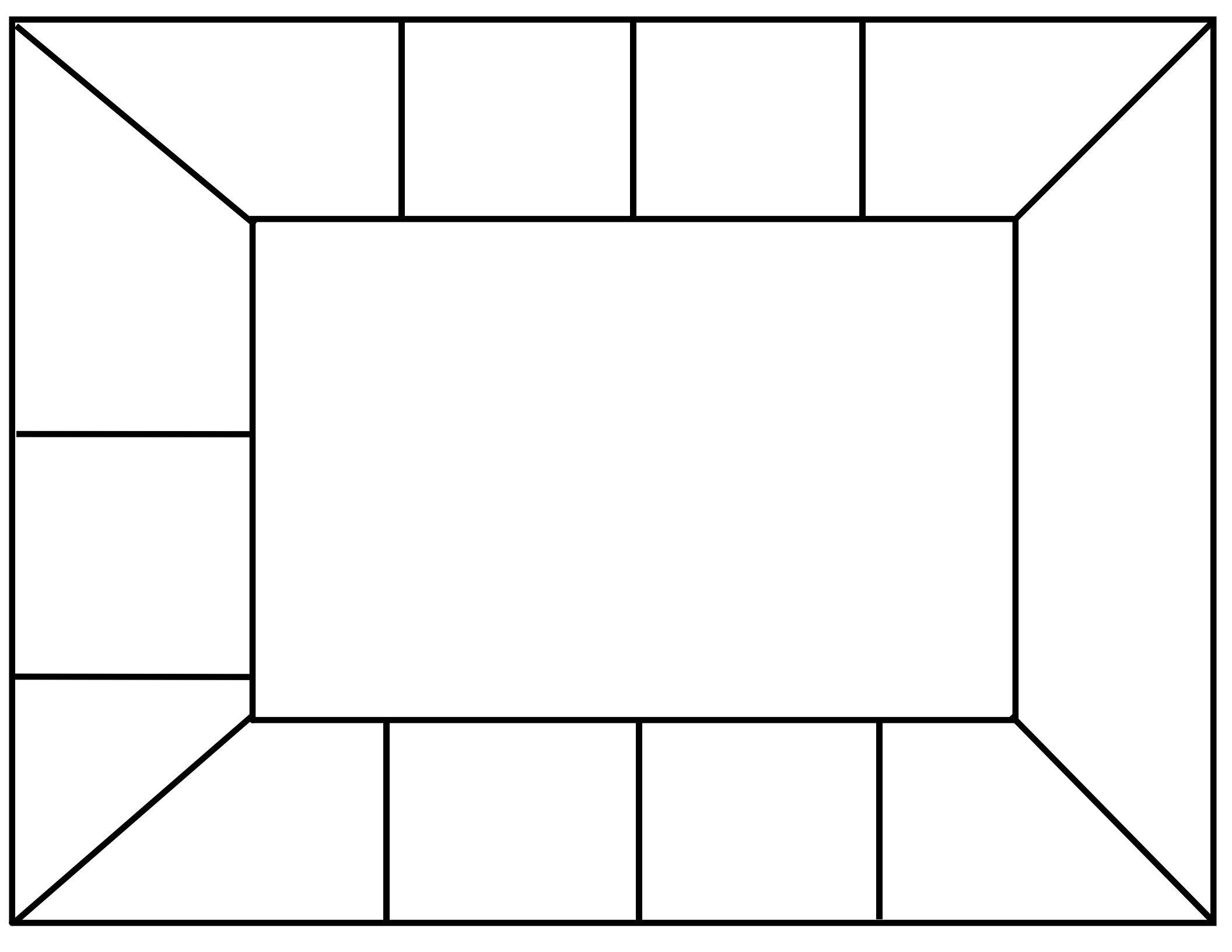


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# My Creative Game







# Directions

Number of players: \_\_\_\_\_

Roll the \_\_\_\_ and move that number of spaces.

Read and do what the game board says on that space.

If you are correct take a gingerbread house.

This is how you win: \_\_\_\_\_

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