

Pizza BOX

End of Year  
STEM Challenge

Make  
a  
Game  
for any content area

Jill Dockins



# Teacher Preparation

- 1 clean pizza box per group
- 5 copies of template per group
- 1 self-assessment rubric per student
- 1 copy per group:
  - grade level standards
  - feedback sheet
  - rules & answer key sheet
- paint or contact paper to cover box.
- Plan groups carefully. Divide skills:
  - artistic
  - organized
  - leader
  - gifted/talented
  - behavior
- Monitor, question, guide and PRAISE!

# Challenge

- You must create a fun game board using the inside of a pizza box.
- The box must not lose its shape to store with other games.
- The game must include at least 20 questions based on the \_\_\_\_\_ standard your group chose.
- The game must have the directions and answer key.
- Game must accommodate up to 6 players.

Name:

Game Name:

# Self - Assessment Rubric

|   |                                            |                                               |                                           |                                         |
|---|--------------------------------------------|-----------------------------------------------|-------------------------------------------|-----------------------------------------|
| 5 | New, Creative and Thoughtful Idea and plan | Clean, Neat, Precise Design                   | Followed all challenge guidelines         | All 20 questions matching your standard |
| 3 | Thoughtful planning may not be original    | Design is clear and mostly neat and organized | Followed most of the challenge guidelines | Almost all 20 questions meet standard   |
| 1 | Idea copied from internet or actual game   | Sloppy design, looks messy                    | at least two guidelines were met          | At least 10 questions meet standard     |

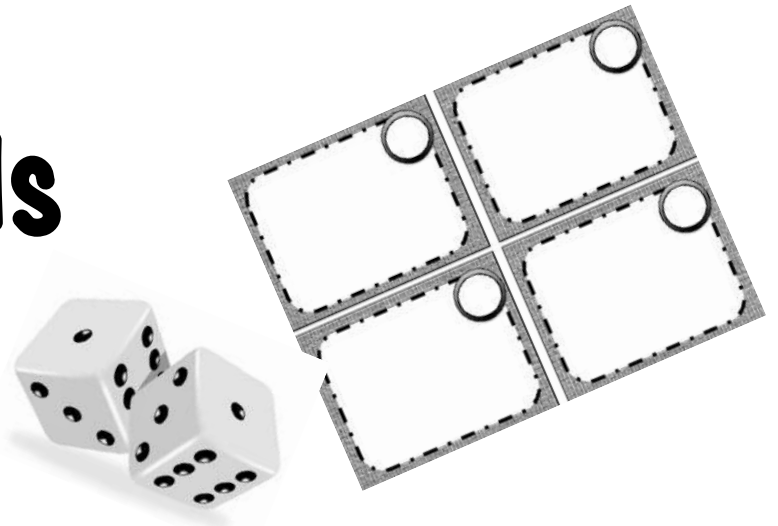
Describe your role in the team and creation of the game. Give many details to support reasons why you deserve a good grade. (5pts):

# Ask

- Your table group has been given a unit we studied in class this year. Each unit is filled with standards you had to master this year.
- Which standard or standards would be best to make a game?
- Will it be interesting or helpful for next year's \_\_\_\_ graders?



# Materials

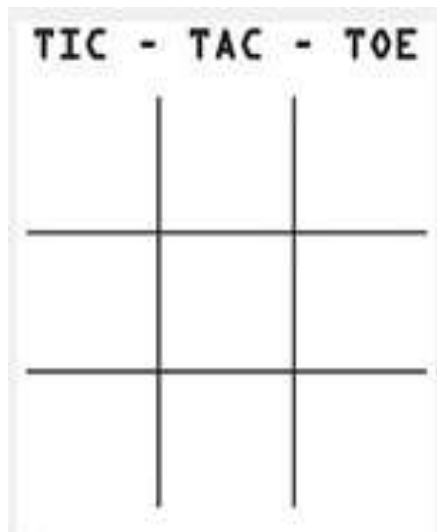
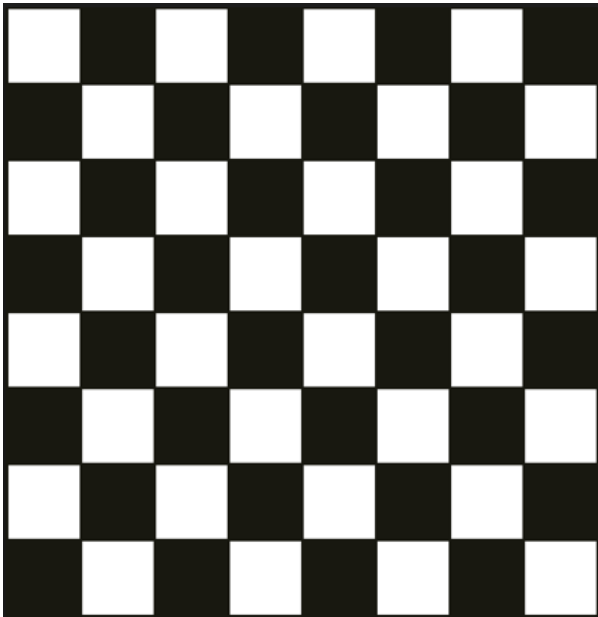
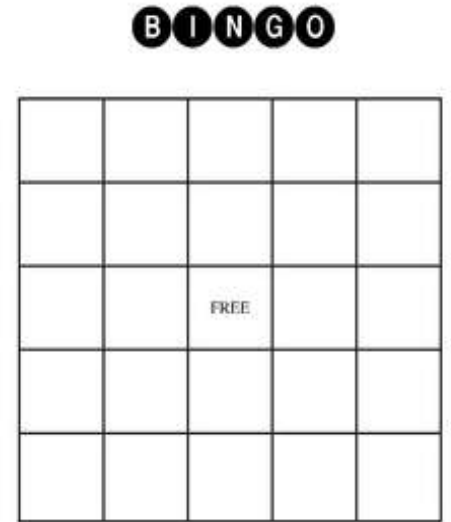
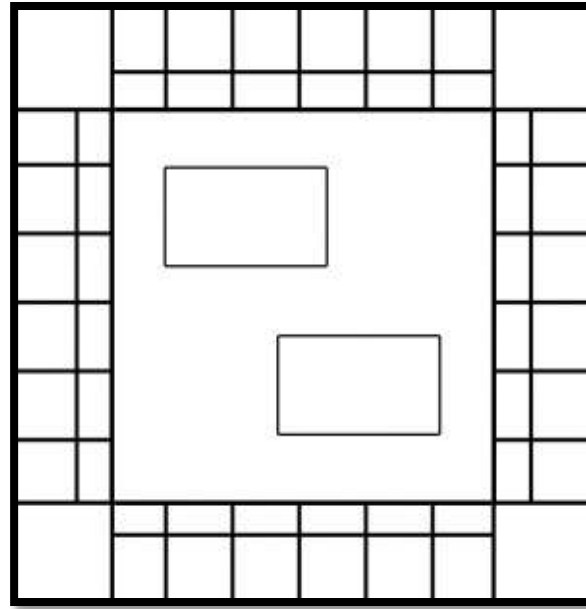
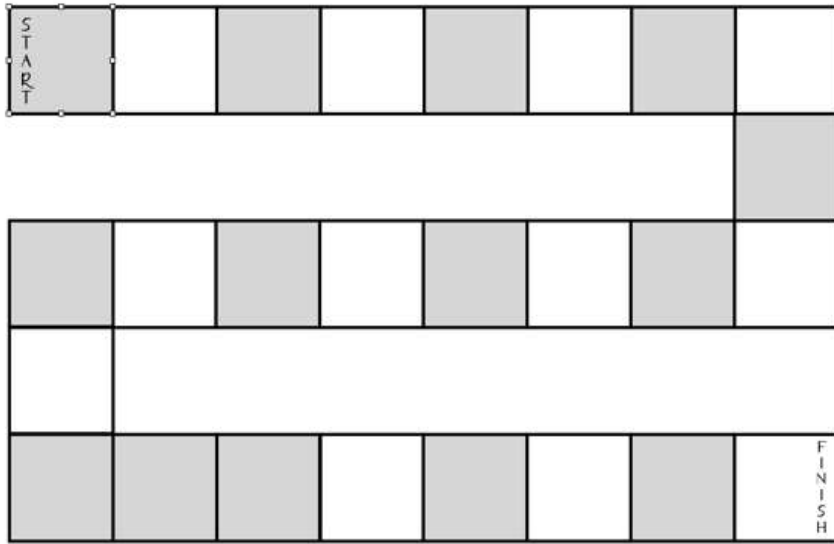


- pizza box
- five (5) flashcard template sheets
- 1 die
- markers
- text book, journal, past assessments
- contact paper for game board
- create or collect your player pieces.

# Research and Imagine

- Once your group decides on a standard or set of standards, think about a theme for your board design.
- Research game boards to get ideas for your game. You are not limited to game boards. Your game can be a card game, hands-on game, or memory style game. The limits are your imagination.
- Write down and/or sketch all the design ideas found during your research in your journal.

# Basic Game Board Ideas



# Player Piece Ideas



# Plan

- In your journals, plan all parts of your design.
  - color
  - theme, art
  - game pieces
  - board style, design
  - player rules/ how-to-play guide

# Create

- All members must participate. Make sure each member has a job. Record each member of the team in your journal with their job assignment.

question creation team

board creation team

box decoration/design team

# Play and Improve

- Another teams will play your game and give feedback.
- Include the feedback in your journal.
- Decide as a team using the feedback, How will you improve your game?
- Write in your journal how your team will improve the game.
- Make the improvements and submit game with journals and self assessment to the teacher for a grade.

# Game Feedback

How would you rate the following?

1= poor, 2= fair, 3= good, 4= amazing

- Cover Design (Artwork and Lettering) =
- Game Design (Organization and Idea) =
- Questions (Made sense, easy to read) =
- Fun or Interesting =

Changes you would suggest:

1.

2.

3.

# Game Rules

# Answer Key

1.

11.

21.

2.

12.

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