

Ancient Civilizations Games Checklist

Choosing a Focus and a Question

- Go to the Curriculum website:
<https://curriculum.gov.bc.ca/curriculum/social-studies/7>
- Read Curricular Competency options
- Read Content Options
- Make decisions about which Competency/Competencies and which Content area(s) I will focus on
- Reread expanded forms of the Competency/Competencies and Content area(s)
- Draft key question
- Refine key question to make it open-ended
- Complete graphic organizer
- Submit graphic organizer to Prof. S. Lee

Research

- Reread project outline
- Reread research marking sheet
- Create document or page in comp book to keep track of sources
- Review <https://owl.english.purdue.edu/owl/resource/560/06/>, paying attention to the type of information that I need to collect from each source, for my bibliography
- Review feedback received from past note-taking activities
- Pre-think systems of organization
- Pre-think how I will try to experiment beyond point-form notes
- Visit public library to secure book resources
- Explore on-line for good websites related to my key question and topic
- Explore on-line for video and podcast resources
- Create system of organization for notes
- Remind myself about my key question
- (At least) three book resources
- (At least) four on-line resources (not including Wikipedia)
- (Optional) other forms of resources (podcasts, documentaries, experts, etc.)
- Review feedback received from past note-taking activities – have I made progress?

- Reread research marking sheet: have I met the criteria at the level I am aiming for?
- Draft bibliography
- Check bibliography against APA formatting standards
- Conference with Prof. S. Lee
- Submit bibliography
- Do something nice for myself

Game Making

- Reread project outline
- Reread rubric
- Decide what form my game will take
- Research popular/successful models of this type of game, making sketches/notes of ideas as they occur to me
- Remind myself about my key question
- Review notes
- Decide upon rules of game-play
- Draft out how material components of the game will look
- Think: how else might each component look?
- Decide how material components will look
- Remind myself about my key question
- Create material components
- Proofread any text on material components
- Take Final Artist Moment with each material component
- Brainstorm possible titles for the game
- Decide upon title for the game
- Draft instructions
- Remind myself about my key question
- Edit instructions
- Proofread instructions for:
 - punctuation
 - sentence structure
 - spelling
 - clarity
 - neatness in presentation
- Ask someone else to proofread my instructions
- Print out instructions

- Decide what the game will be contained within
- Brainstorm visuals for container
- Brainstorm attention-grabbing and informative text for container
- Decide upon visuals and text
- Create container
- Take Final Artist Moment with container
- Consult rubric, looking at each aspect of my game carefully
- Ask myself: has my game fully explored my key question?
- Make adjustments, as/if needed
- Self-assess on rubric
- Hand in game and rubric to Prof. S. Lee
- Do something nice for myself