**The American Games**

*Purpose:* To design a game that is both educational and entertaining.

The possibilities are endless. Some examples include Monopoly, Trivial Pursuit, Jeopardy, Guess Who/What/When/Event, journey or quest type game, board games, computer games, video games or interactive games.

*Although the games can be based on another game there must be an aspect of originality.*

*Groups:* Groups should consist of 3 members.

*Criteria:* - Games must include content of chapters 24-28 (1900-1939).
- Rules of the game should include
  1. Instructions.
  2. A fact sheet for participants (can be in point form).
  3. A written component in which the historical period(s) of the game is explained. The written component should be 1 page single-spaced and in sentences. Information from the textbook must be used. Outside sources are optional.

*Deadlines:* ______________ must hand in name of group members and a description (one paragraph) of the game.

_______________ Description will be handed back with Approval.

_______________ is GAME DAY!!

**Remember all games should be innovative, original, unique, visually appealing and most of all FUN!!!