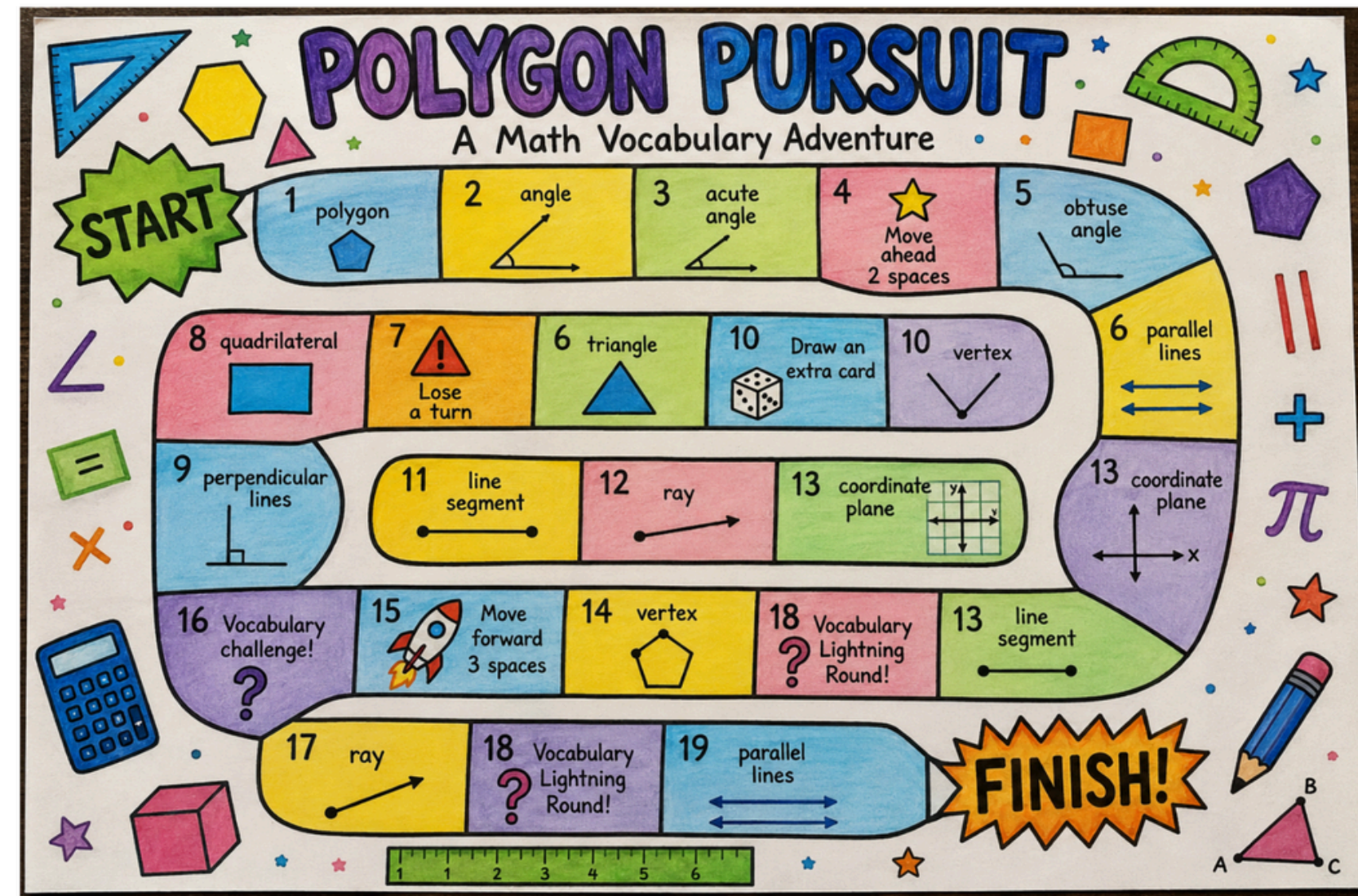
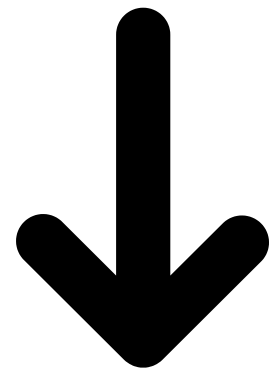


MATH VOCABULARY BOARD GAME PROJECT

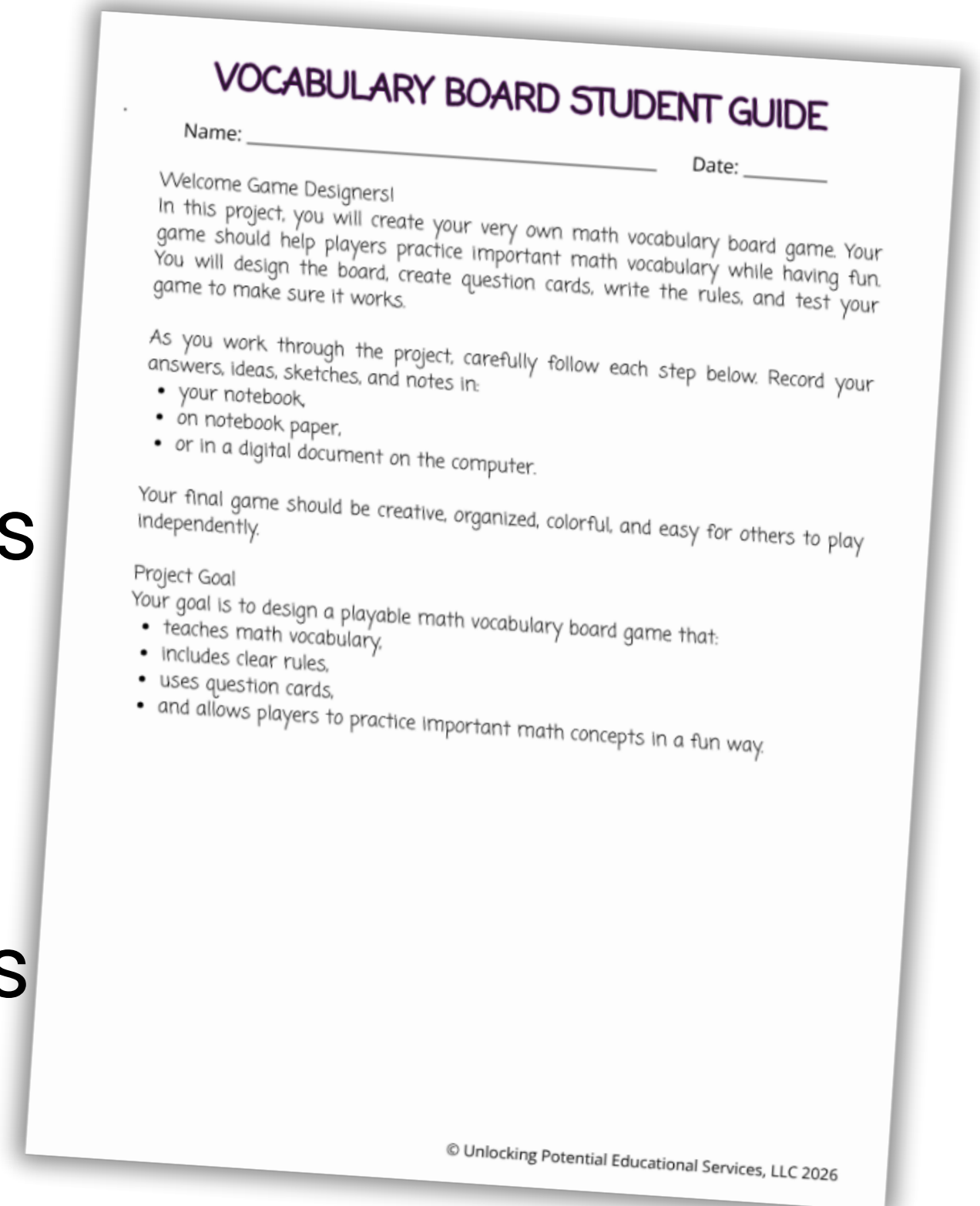
A PROJECT-BASED LEARNING ACTIVITY

Scroll down to see
why you need this
resource!



WHAT'S INCLUDED:

- Teacher notes and project overview
- Suggested timelines and preparation tips
- Step-by-step student directions
- Vocabulary board game planning pages
- Student project checklist
- Grading rubric
- Completed student sample project
- Sample board game and question cards



TOPICS COVERED:

This is an open ended project that can be used for any math vocabulary unit for grades 3-6.

Name: _____

VOCABULARY BOARD GAME RUBRIC

Category	4 – Excellent	3 – Good	2 – Developing	1 – Beginning
Vocabulary Accuracy	Vocabulary is accurate with clear definitions, examples, and multiple practice types.	Most vocabulary and definitions are correct.	Several vocabulary mistakes or unclear definitions.	Many vocabulary words are missing or incorrect.
Game Board Design	Board is neat, colorful, creative, and easy to follow.	Board is organized and visually appealing.	Board is somewhat messy or hard to follow.	Board is incomplete or difficult to understand.
Game Rules & Directions	Rules are clear, detailed, and easy to follow.	Rules are mostly clear.	Rules are confusing or incomplete in some places.	Rules are missing or very unclear.
Question Cards	Includes 20+ cards with balanced vocabulary practice and varied question types.	Includes 20+ cards with mostly accurate questions.	Includes fewer than 20 cards or limited variety.	Very few or incomplete cards included.
Creativity & Originality	Game is highly creative and engaging.	Game shows creativity and thoughtful design.	Game has limited creativity.	Little effort shown in design or creativity.
Gameplay & Functionality	Game is fun, fair, easy to play, and works smoothly.	Game is mostly playable with minor issues.	Game has several gameplay problems.	Game is difficult or impossible to play.
Special Features	Includes 3+ creative special features or challenges.	Includes at least 3 special features.	Includes 1–2 special features.	No special features included.
Effort & Completion	All requirements are completed with excellent effort.	Most requirements are completed with good effort.	Several requirements are incomplete or rushed.	Many parts are incomplete or missing.
Neatness & Organization	Project is neat, organized, and easy to read.	Project is mostly neat and organized.	Project is somewhat disorganized.	Project is messy and difficult to read.

Score Range
33-36 Outstanding 29-32 Proficient 21-28 Developing 9-20 Beginning

Final Score: _____ / 36

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SKILLS PRACTICED:

- Math vocabulary usage
- Writing definitions and questions
- Communication skills
- Creative thinking
- Following and writing directions
- Project planning and revision
- Collaboration and discussion

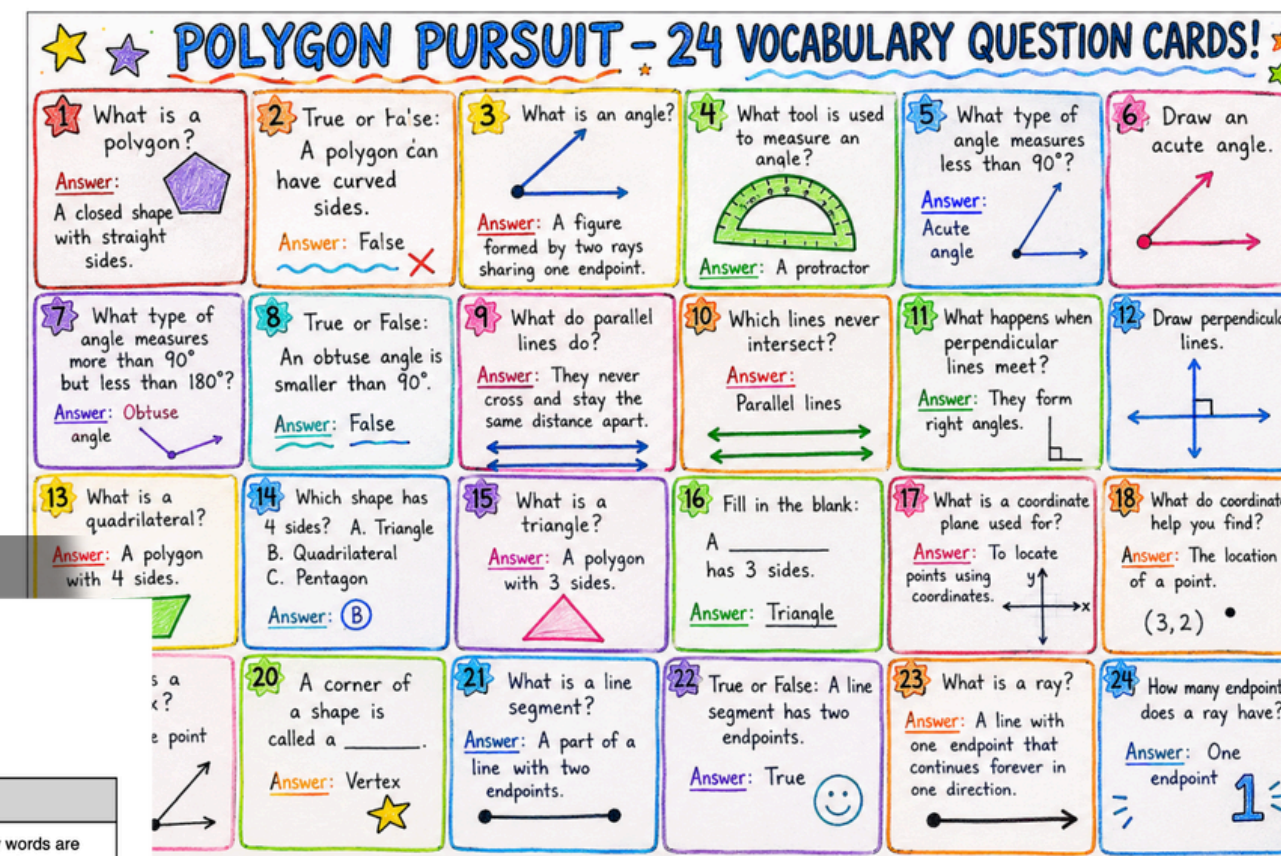
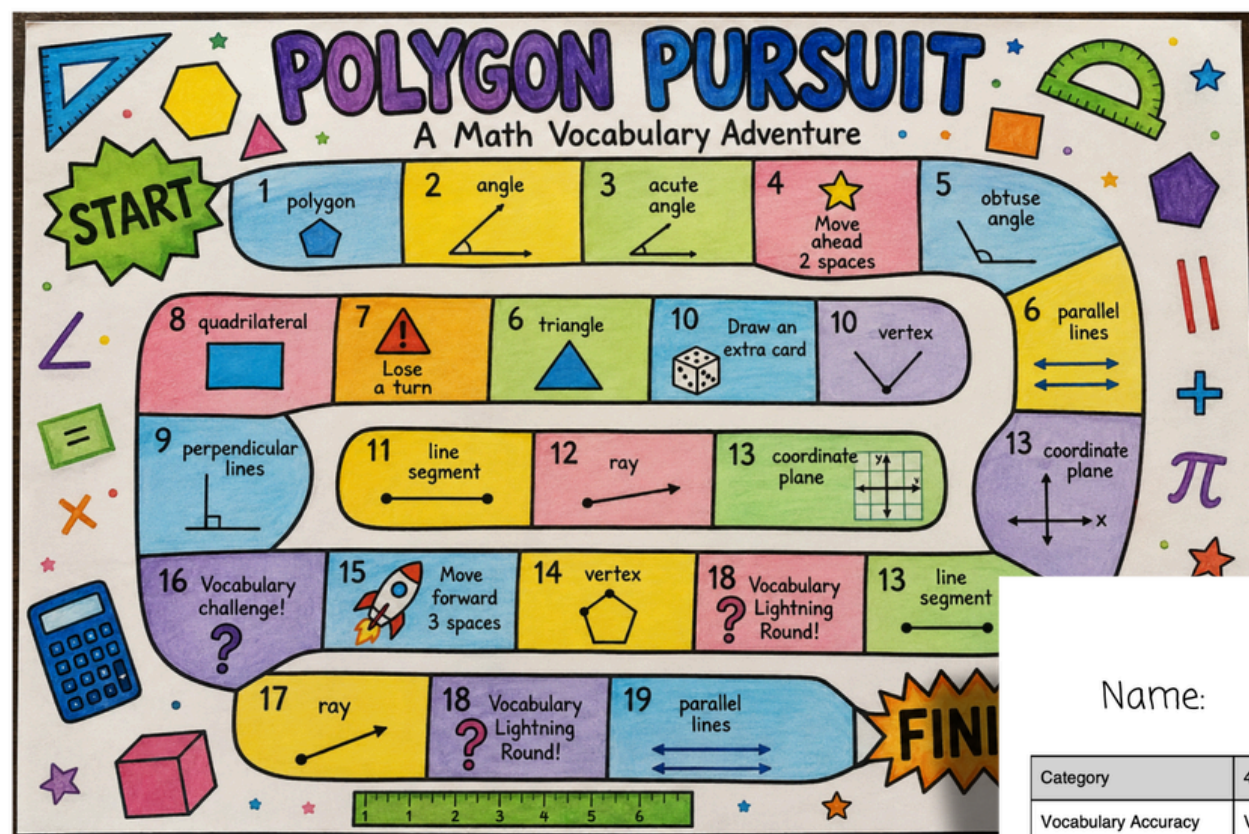


★ ENCOURAGES CREATIVITY AND STUDENT OWNERSHIP

★ COMBINES MATH VOCABULARY REVIEW WITH PROJECT-BASED LEARNING

★ OPEN-ENDED FORMAT WORKS WITH MANY MATH UNITS





VOCABULARY BOARD GAME RUBRIC

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POLYGON PURSUIT

Name: AVA

Choose your vocabulary words used in this game:

1. polygon
2. angle
3. acute angle
4. obtuse angle
5. parallel lines
6. perpendicular lines
7. quadrilateral
8. triangle
9. coordinate plane
10. vertex
11. line segment
12. ray

I picked geometry words because our class is learning about shapes, angles, and graphing. I wanted my game to help students practice the same words in different ways.

Decide the Goal of the Game:

Players travel through the Polygon Path by answering vocabulary questions correctly. The first player to reach the FINISH space wins.

How Players Win:

Correctly answer 24 vocabulary questions.

VOCABULARY BOARD STUDENT GUIDE

Name: _____ Date: _____

Welcome Game Designers!

In this project, you will create your very own math vocabulary board game. Your game should help players practice important math vocabulary while having fun. You will design the board, create question cards, write the rules, and test your game to make sure it works.

As you work through the project, carefully follow each step below. Record your answers, ideas, sketches, and notes in:

- your notebook,
- on notebook paper,
- or in a digital document on the computer.

Your final game should be creative, organized, colorful, and easy for others to play independently.

Project Goal

Your goal is to design a playable math vocabulary board game that:

PROJECT – BASED LEARNING

THANK YOU FOR BEING HERE!



I create a variety of math activities for grades 2–6 based on a need I have seen in my own classroom.

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