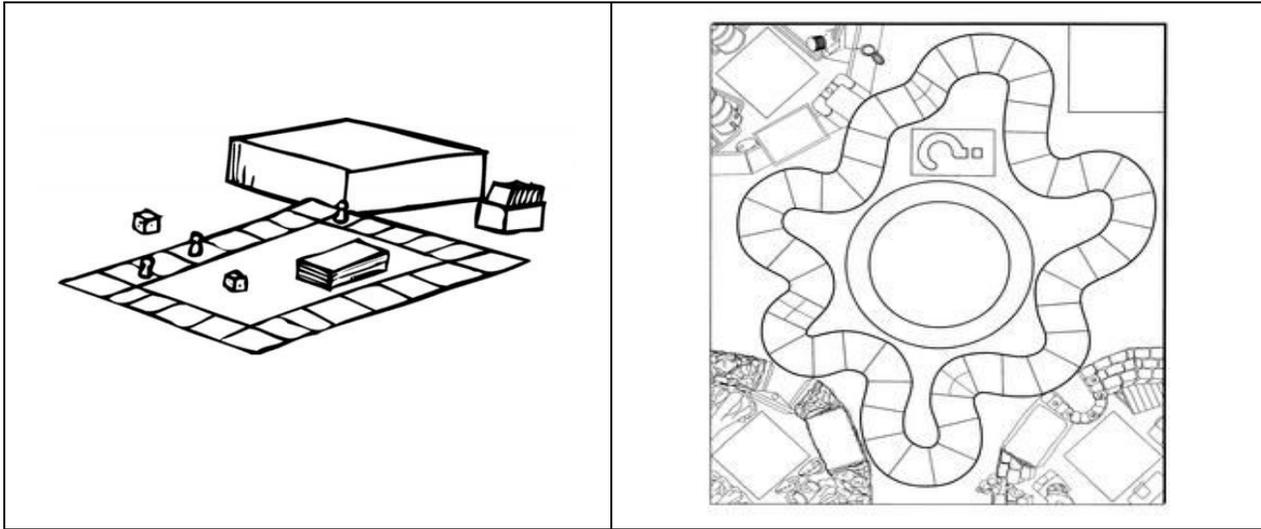


AP Government and Politics: Final Task

AP United States Government and Politics Review Game



Your Task:

In **pairs**, your task is to design and create a board game that summarizes the information you have obtained this year in class.

- You and your partner will need to design a game board, questions, answers, and rules for your game.
- The directions for your game need to be simple and well thought out. Other students will play the review games, so they must be easy enough for a junior!
- You must bring your game to class on Tuesday, April 30th. Make sure it has a box, and all parts are in the box, ready to go.
- I need to know your group (Only pairs!) by April 12th!
- You may be provided some time to work on this task, but the rest of the time is on your own! So plan accordingly!

Topics:

Your game must center on one of the following topics-

- Underpinnings of Government
- The Constitution
- Federalism
- Civil Liberties
- Civil Rights
- The Media/Public Opinions
- Elections and Campaigns
- Interest Groups
- Congress
- The Presidency
- The Budget
- Lawmaking
- The Bureaucracy/Iron Triangles
- The Courts
- Policymaking

Requirements:

Each board game made must have the following items included in the project

- **Actual playing board:** including game pieces and any necessary devices to complete your designed game
- **Rules and Directions:** The rules must be TYPED out, understandable, and applicable to the game you created.
- **Questions:** You must at some point demonstrate knowledge of the topic to advance in the game.
- **Design:**
 - The game should be neat and well organized
 - Game theme, questions, statements, layout, design *must be related to the topic* you have chosen.
 - The game should be creative, colorful and, for lack of a better term, pretty! Who wants to play a game with no character!

Your board game *must be playable*- you may play each other's games later this week.

Grading:

You will be graded on the following categories:

1. Attractiveness (10 Points): Is the game well put together?
2. Rules (10 Points): Are the rules well-written and clear?
3. Creativity/Originality (10 Points): Is the game a copy or is it substantially unique?
4. Practicality (10 Points): Is the game simple enough to play?
5. Application of Knowledge (20 Points): Did your knowledge of the topic inform the design of the game?
6. Content (20 Points): Is all the content of the game correct? Are all questions accurate?
7. Instructional effectiveness (10 Points): Will the game successfully help teach students more about/review the topic?
8. Theme (10 Points): Is the game closely related to the theme in question? Does it fully connect with the topic you have chosen?