Create a Game Activity- 6th Grade

Welcome to Sixth Grade English! I'm so glad that God has brought you into this class. To prepare for the school year, you will need to read *Hatchet* by Gary Paulson and complete the corresponding assignment this summer, which is due the first day of class.

For this assignment, you will assume the role of a game designer. Your task is to use *Hatchet* as well as the following questions as inspiration for your game. Please use this page to write your answers and include with your game.

1. Identify the title of the book, its author, publisher, and date of copyright (found on the backside of the title page).
    a. Title:_____
    b. Author:_____
    c. Publisher:_____
    d. Date of copyright:_____
2. *Choose the type of game you will use. Will it be like Jeopardy? Monopoly? Life? Something else? Note: Your game may be either physical or digital.*
    a. _____
3. Identify the main characters of the book. Who are they and what are they like? They will become the characters of your game. *Note: Your characters may be human and/or animal.*
    a. _____
    b. _____
    c. _____
    d. _____
4. Describe the setting of the book. Will you use this in designing your game? Why or why not?
    a. _____
    _____
    _____
5. What is the major conflict (or problem) of the story? How will this factor into your game?

a. _____

_____

6. Create the instructions so that your game can be played. Instructions need to address the following questions: How is your game played? What is the purpose? How does someone win? How does it relate to the book?

7. Develop a board for your game (or cards if it is a trivia style) as well as your game pieces. *Note:* This can be either an actual game board or cards done on poster-board, or a digital version. If digital, please email it to kdunskey@linfield.com before the first day of class.

8. Include at least five major events from the story into your game. For example, if playing a game like Life, you might make these events similar to the stopping points in the game (i.e. going to college, buying a house, etc.).

9. Test your game at least once. It should take you at least 10 minutes to play. If it is less than this, add a few more roadblocks to keep your players from reaching the finish line too quickly.

10. Choose an exciting name for your game and bring it with you on the first day of class so we can play them together!

Thank you! I look forward to seeing all of your creative ideas! ☺