

Periodicity Board Games

Summary

Students will create board games and then play each others' games. The games will address major concepts related to Periodicity.

Time Frame

2 class periods of 90 minutes each

Group Size

Small Groups

Materials

- [student sheet](#)
(attached)
- [game evaluation rubric](#)
(attached)
- cardboard
- butcher paper
- colored pencils
- markers
- computers
- books
- students may want to supply other items for their games

Student Prior Knowledge

Students do not need an in depth understanding, this can be used as an introduction to Periodicity and continued throughout the unit of study

Instructional Procedures

- Pass out the student sheet.
- Have students spend one class period completing the background information.
- Allow students to choose groups.
- Allow at least 3 full class periods for students to work on games (less if you do not require much detail or creativity).
- I allow students to use the Intel computers to type up work and download any pictures or diagrams they would like to use in their games.
- Spend a day allowing students to play one another's games.

Assessment Plan

Grading Rubric:

Creativity.....10 pts
Accuracy.....10 pts
Game board neat and attractive.....5 pts
Questions Typed and answered.....5 pts
Total.....30 pts

** You may want to grade on use of class time also.

Bibliography

Lesson Design by Jordan School District Teachers and Staff.

Authors

[Utah LessonPlans](#)