

# 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](#)