

Name _____ Date _____

Shakespeare Board Game

Directions:

1. Choose at least four characters to be your "markers" for your game. For example, if you are one of the fairies in the play, you might choose to make your four "markers" be King Oberon, Queen Titania, Puck and Peaseblossom.

2. Come up with at least four simple rules to play your game by. For example, you may say that one rule is that in order to determine who goes first, all must roll a die and whoever gets the highest number goes first.

a. _____

b. _____

c. _____

d. _____

e. _____

3. Trace a game board template or create spaces on your own. You may add further exciting adventures within your game board boxes so that when a player lands on that particular box he or she would have to follow extra directions. For example, one box might say: *Puck changes your head to a donkey's head. Lose one turn.* Another box might say: *Queen Titania awakes from her spell and catches Puck before he can turn your head into a meddling ape. Go forward two more spaces.* Try to be creative and use actual language from the script of the play.

4. Add an interesting title, pictures from the play to surround your game board and be sure to include your name and date somewhere on the board.

5. After checking for spelling and grammatical errors and receiving an "OK" from Mrs. B, ink in Sharpie pen (both thick and thin - you decide which is appropriate) and then color in completely in crayon or colored pencil. This project is worth 50 points for your game boxes, 25 points for artwork and 25 points for neatness and creativity = 100 points total. This is your last grade for reading and writing for the year.