

PRESIDENTIAL GAME!

A MEMORY GAME
ASSIGNMENT TO
HELP YOU LEARN
AND REMEMBER YOUR EXECUTIVE
LEADERS IN AMERICAN HISTORY



Presidential Game Assignment

One way or another, you WILL learn your Presidents' Names and Dates!

Overview:

TO HELP YOU learn your Presidents' Names and the Dates of their Administrations, you will be developing a GAME. The game you design is to fulfill or provide the following:

- A method to help (YOU) learn the Presidents/Dates - BEYOND simple rote memorization
- A MNEMONIC DEVICE - a technique or approach to help (YOU) remember your Presidents [a song, a saying, colors, a chart, "chunking" a group together, something like the "5's"]
- Some creativity - come up with a fun way to learn and remember

YOU WILL BE REQUIRED TO DO THE FOLLOWING:

- [1] **LEARN YOUR PRESIDENTS** - IF your game does not help you do this; try again!
- [2] **DESIGN THE GAME** - you get to have some fun creating something you would play with others.
 - Digital (remember, you don't have much time, but if you can develop a digital or online game in the time you have, GO FOR IT!)
 - Board game
 - Card game
 - Role playing game
 - Drama/Mystery game
 - Sports-like game
 - ...something not listed here?
- [3] **EXPLAIN/PLAY** - our class will test out your game in May. You must write/print rules that are clear and concise, explaining the rules. You must also make sure your rules/game will help your audience learn their Presidents! Remember, that is the GOAL!
- [4] **There are two main segments to this assignment:**
 - Game [it must include a printed rule book, any pieces or elements necessary for play, a marketing game box (just as if you were selling it in a store)] - 40 points
 - Rules/Explanation/Play - 10 points

DEADLINE: Game - May 14; Play/Explanations in class - May 21, 28

GRADE: 50 points



GAME DESIGN	F	D	C	B	A
<p>70%</p> <p>Mnemonic Device (Does your game help you and others learn the Presidents' Names and Dates of Administration?)</p>	<p>You only use rote memorization to learn the Presidents in your game.</p>	<p>You use rote memorization and methods already taught in class to remember.</p>	<p>You use a mnemonic device.</p>	<p>You have not only a mnemonic device that helps you remember, but works for others to learn their Presidents. (You tested it on others)</p>	<p>You use MORE THAN ONE Mnemonic Device - and they all work to help you remember! They also help others to learn their Presidents. (You tested them on others)</p>
<p>30%</p> <p>Design & Creativity (Did you present your game in a creative way?)</p>	<p>You did not provide any creative thought to your presentation AND/OR Your work is messy, without a box or packaging - it does not look like someone would buy it in a store.</p>	<p style="background-color: black; color: black;">[REDACTED]</p>	<p>You were creative. It has a box and some design work.</p>	<p style="background-color: black; color: black;">[REDACTED]</p>	<p>WOW! I'll buy three for Christmas and birthdays! You really spent considerable time on your game concept, idea and the final product - it really looks like you would buy one in a store!</p>

**REMEMBER THE PURPOSE OF THIS ASSIGNMENT IS TO HELP YOU LEARN YOUR PRESIDENTS!!!
IF IT DOES NOT DO THIS - TRY ANOTHER ONE!!!**