

# ACTIVITY SHEET 9.1 - OUR FINAL TEAM BRIEF

TO DO	OPTIONS	COMPLETE
<b>BOARD GAME DESIGN BRIEF</b>		
<b>FINAL DRAWING</b>	<p>Oversee the final drawing of the football pitch including ground markings drawn in proportion to full sized pitch. Use any of the following for drawing:</p> <ul style="list-style-type: none"> <li>• Textas, colour pencils and paper.</li> <li>• Tape or paint (for larger board games).</li> </ul>	
<b>BOARD GAME RULES BRIEF</b>		
<b>CREATE SHAPES OF IMPORTANCE</b>	<p>Shapes of importance are squares or other shapes along the playing path where players are asked to perform an action or answer a special question.</p> <p>Decide on the penalties, for example, move three steps back and bonuses, for example, move two steps forward for your board game.</p>	
<b>DECIDE ON PLAYER MOVEMENT</b>	<p>Decide on how players will move around your board game.</p> <p>Will dice be used in your game or can a spinner be used?</p>	
<b>DEVISE OTHER RULES INCLUDING 'FUN' RULES</b>	<p>Create rules that are unique to your game.</p> <p>A bonus could be earned by answering the question while hopping on one leg.</p>	



Cassandra Dimovski, Goalkeeper

# ACTIVITY SHEET 9.1 - OUR FINAL TEAM BRIEF

TO DO	OPTIONS	COMPLETE
<b>BOARD GAME GRAPHIC DESIGN BRIEF</b>		
<b>ILLUSTRATE YOUR BOARD</b>	<p>Create a board game design that includes the colours and symbols of <b>Melbourne Victory</b> and your state/territory.</p> <p>Ideas include:</p> <ul style="list-style-type: none"> <li>• Colours of the state/territory flag and/or club colours.</li> <li>• Club logo and/or state/territory coat of arms.</li> <li>• State/territory images of well known landmarks, animals, flora and fauna, artworks and iconic cultural symbols.</li> <li>• Team and player images and football symbols.</li> </ul>	
<b>INCLUDE SHAPES OF IMPORTANCE</b>	<p>Include special squares, circles, triangles or other shapes on which players can land.</p> <p>These shapes can:</p> <ul style="list-style-type: none"> <li>• Make players go back or forward.</li> <li>• Make them pick up a flashcard.</li> <li>• Cause players to lose points or goals.</li> </ul>	
<b>DECIDE ON TOKENS</b>	<p>Decide on what playing tokens will be used to show where players are on the board game.</p> <ul style="list-style-type: none"> <li>• Draw images on paper and glue them to cardboard.</li> <li>• Draw images on a strip of cardboard and fold it into a 3D triangle.</li> </ul>	
<b>BOARD GAME RESEARCH BRIEF</b>		
<b>CREATE FLASHCARDS</b>	<p>Use the flashcard questions compiled in Lesson 5 and create flashcard for your board game.</p> <p>You can use flashcards from board games that you are familiar with as inspiration.</p>	

