

Indian History and Religion Board Game Project

(Excerpts from Ms. Brooke Feldman's Project Planning Direction Sheet)

The goal of this assignment is to create an interactive, engaging board game through which you identify and explain the important events, ideas, people, and places in Indian history. The board game will count as a 75-point minor assessment grade for third quarter.

Game Requirements

Inside your **game box**, you need:

1. Instructions (How do you play? What is required? What is the goal?)
2. A decorated board game (color, illustrations/graphics)
3. Thirty question cards with answers on the back (submitted in a bag or envelope)
4. Tokens or game pieces
5. A method for moving the pieces around the game board (dice, spinner, drawing cards, etc.)

Question Card Requirements

Indian Religions:

You must incorporate **at least** five of the terms from **each** religion (fifteen total):

Hinduism	Buddhism	Islam
<ul style="list-style-type: none"> • Atman • Brahma, Vishnu, Shiva • Caste System • Karma • Moksha • Reincarnation • Samsara 	<ul style="list-style-type: none"> • Eightfold Path • Four Noble Truths • Meditation • Reincarnation • Siddhartha 	<ul style="list-style-type: none"> • Allah • Five Pillars of Islam • Hajj • Mohammad • Mecca and Medina • Qu'ran • Ramadan

Indian History:

You must incorporate **at least five** of the terms from **each** time period (fifteen total):

Mughal Empire	British Raj	Modern India
<ul style="list-style-type: none"> • Akbar the Great • Aurangzeb • Jahangir • Shah Jahan • Taj Mahal 	<ul style="list-style-type: none"> • Colonialism • Imperialism • Industrialization • Mahatma Gandhi • Positive and negative impacts of British rule • Satyagraha 	<ul style="list-style-type: none"> • India and Pakistan • Indian Independence Act • Jawaharlal Nehru • Partition • World War II

Bonus Point Opportunity

You can receive 1 bonus point for every primary source successfully used. Just asking "Who wrote _____?" doesn't cut it. Rather, the source and its content must be incorporated into the questions and/or game. You can earn a maximum of 5 bonus points.

Project Calendar

Wednesday	Thursday	Friday	Monday	Tuesday
<ul style="list-style-type: none"> • Group assignments • Clarifying questions • Work time 	<ul style="list-style-type: none"> • Work time • *Short class—half-day schedule 	<ul style="list-style-type: none"> • Work time • Projects submitted at the end of class for grading 	<ul style="list-style-type: none"> • Board game sales competition • Sales competition voting 	<ul style="list-style-type: none"> • Play games (you will most likely play 2–3 other groups' games) • Peer Review

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