

BOARD GAME RUBRIC

Name: _____ Date: _____

	Poor 4	Fair 7	Good 8.5	Excellent 10
Practicality	The game takes more effort to set up than is worth it.	The game would take a fair bit of effort to set up and play.	The game is fairly easy to set up and play, but a few glitches are apparent.	The game is very easy to set up and play in the context it was designed for.
Rules / Simplicity	Rules are unclear and more than a page, adding complexity to playing.	The rules are not entirely clear or complete. There are rules that could be eliminated - more than one page.	Rules are less than a page long, clear, but are wordy and confusing sometimes.	Rules are less than a page long, concise, and clear.
Instructional Effectiveness	One can play without learning anything.	Significant cognitive effort is spent on things that have nothing to do with the content.	Winning and learning are closely entwined, though some mental effort is spent on aspects that are just about the game.	Winning the game requires learning the content. The two are matched completely
Creativity	Elements of the game contradict elements of the content and/or seem merely decorative.	Elements of the content are used as elements of the game, but it seems a bit forced and does not naturally fit with the game.	There is solid congruence between the game elements and content elements	Game elements and content elements are mapped onto each other in multiple ways that seem surprising and apt.
Total	/ 40			