Final Pysvivor Challenge 10: The Game

In your Psyvivor groups (no bigger than 4 people), you will complete either of the following:

GAME SHOW

Create a game-show type of activity focusing on concepts learned in Chapter 4 (Adolescence) thus far. Ensure that no other group has the same “gam”.

The game show should incorporate participation from various members in class on a random basis – not just your friends.

The game show should involve all your group members in some form or another.

The game show should only last approximately 5-7 minutes.

The game show should be fun for both the participants and also for the viewing audience.

The game show should test some type of learning or knowledge from Chapter 4.

The game show should reward the participants somehow.

BOARD GAME

Create a 3D board game focusing on concepts learned in Chapter 4 (Adolescence) thus far.

The board game should be innovative and fun – it can be based on other board games but should not be a copy of one.

The board game should be for two to four players.

The board game should have an actual hard copy board and player pieces.

The board game should test/answer questions around Adolescence from Chapter 4.

This challenge will be marked out of 20. Bonus marks are possible.

Please let me know which choice your group has made.

If you choose to do the game show, it will be ‘presented’ randomly on Wednesday December 20th and Thursday December 21st (if necessary).

If you choose to do the board game, it will be submitted at the beginning of Wednesday December 20th class.