Interrupted Migrations:
Game Design Rubric and Checklist

Name

Project Checklist:

Your game design should include the following:

- ☐ A board and playing pieces
- ☐ Clear migratory paths for all three of your species
- ☐ A key
- ☐ Clear border of your geographic area
- ☐ Cardinal points
- ☐ Political boundaries (i.e., boundaries between states or between countries)
- ☐ Major cities
- ☐ Watershed and waterways (if you are working on a water region)
- ☐ At least five human impact activities
- ☐ Setting description
- ☐ Map of entire route of migration
- ☐ A clear objective for the game
- ☐ Clear directions
- ☐ A strong, compelling presentation of the game
- ☐ Game teaches players about animal migration
- ☐ Game includes human actions that help and hinder animal migration

Game Design Rubric

Criteria	Proficient Game Designer	Apprentice Game Designer	Emerging Game Designer	Feedback
CCSS.ELA-LITERACY.RH.6-8.7 Integrate visual information (e.g., in charts, graphs, photographs, videos, or maps) with other information in print and digital texts.	Game design integrates mapping and migratory routes in a way that makes sense and creates an enjoyable game.	Game design integrates mapping and migratory routes, but the game may not make sense or be engaging.	Game design doesn't incorporate both mapping and migratory routes and/or doesn't use them in a way that makes sense.	
CCSS.ELA-LITERACY.W.7.9 Draw evidence from literacy or informational texts to support analysis, reflection, and research.	Game accurately presents relevant information about animal migration and human impacts on specific animal migrations (both positive and negative).	Game accurately presents some relevant information about animal migration and human impacts on specific migrations (both positive and negative).	Game is inaccurate or leaves out critical information that distracts from game play.	
CCSS.ELA-LITERACY.WHST.6-8.2 Write informative/explanatory texts, including the narration of historical events, scientific procedures/experiments, or technical processes.	Description of the setting has rich detail, and all directions are clear and complete.	Description of the setting meets the minimum requirements, but lacks detail. Some direction steps are unclear.	Description of the setting vague. Directions are confusing.	
D2.Geo.1.6-8 Construct maps to represent and explain the spatial patterns of cultural and environmental characteristics.	The map contains all of the required elements in the correct places and clearly shows the human activities in your region.	The map contains five or six of the required elements and they are mostly in the right place.	The map contains zero to four of the required elements or they are mostly in the wrong place.	
Collaboration	The team shared the work equitably, solved problems collaboratively, and stayed engaged through the entire process.	The team divided up the work and mostly stayed engaged. The team needed reminders from time to time to work collaboratively.	Work was not divided evenly and the team did not communicate effectively. Team needed multiple reminders to stay on task.	