

## WWII Board Game Project

Directions: You have been hired to design a board game based on World War II. The idea of the game is to get your country or soldier through the war to V-E Day and V-J Day. Your boss has recently decided that it should be educational and geared towards students in a middle school classroom. In your board game you will need to explain the following events:

- The Invasion of North Africa & Italy surrendering
- D-Day
- The Battle of the Bulge
- The end of Hitler
- V-E Day
- Island Hopping
- Iwo Jima & Okinawa
- The Philippines
- Invasion of Japan or atomic bomb?
- Hiroshima and Nagasaki
- V-J Day

Your game needs:

- To be a full game board
- Have clear directions written out
- Come with made pieces (cards, etc..) You do not need to provide dice.
- Neat and organized

### WWII Board Game Project Rubric

Project Benchmarks	Points
Identifies and explains the following events: <ul style="list-style-type: none"> <li>• The Invasion of North Africa &amp; Italy surrendering</li> <li>• D-Day</li> <li>• The Battle of the Bulge</li> <li>• The end of Hitler</li> <li>• V-E Day</li> <li>• Island Hopping</li> <li>• Iwo Jima &amp; Okinawa</li> <li>• The Philippines</li> <li>• Invasion of Japan or atomic bomb?</li> <li>• Hiroshima and Nagasaki</li> <li>• V-J Day</li> </ul>	<ul style="list-style-type: none"> <li>• /2</li> <li>• /2</li> <li>• /2</li> <li>• /2</li> <li>• /2</li> <li>• /2</li> <li>• /2</li> <li>• /2</li> <li>• /2</li> <li>• /2</li> <li>• /2</li> </ul>
The game is: <ul style="list-style-type: none"> <li>• A complete game board with pieces</li> <li>• Has clear directions</li> <li>• Neat and organized</li> <li>• Entertaining</li> </ul>	<ul style="list-style-type: none"> <li>• /2</li> <li>• /2</li> <li>• /2</li> <li>• /2</li> </ul>
<b>Total</b>	• /30