Introduction:

Design a game about balancing equations, or a key idea related to balancing equations:

✓ Use this sheet as you brainstorm, writing notes below each item.
✓ You may use the structure of Bongo Balance as a starting point, but your task is to create a new game.
✓ You may also create a game that helps students understand one of the concepts explored in the unit lessons.

You may design a game in any form that you wish, as long as the requirements below are addressed. Your game design will be assessed based on how well it meets these requirements:

1. **Objective:** Describe the objective of the game. What is the primary goal for players?

   __________________________________________________________

   __________________________________________________________

   __________________________________________________________

2. **Character Roles:** Explain the role of the player. If there are multiple players, describe each role.

   __________________________________________________________

   __________________________________________________________

   __________________________________________________________
3. **Game Play:** How do players play the game? Write a step-by-step tutorial for using game pieces or controls and completing the objective described in step 1.

4. **Points or Scores:** How will success be determined? Will players earn points, money, prizes, or all of the above? Are there any penalties?

5. **Learning Value:** How will players learn about balancing equations by playing the game?
6. **Screenshots or Illustrations:** If you are designing a digital game, include at least five screen shots to show how the game will appear on a screen. If you are designing a board game, illustrate all of the parts, including the board and any tokens, spinners, or cards.