**AICE European History – Unit 2 Project**

**Board Game Design: The Industrial Revolution in Britain (1750–1850)**

**Due Date: 10/23 (B day) & 10/24 (A day)**

**Project Overview:**

You will design and create a playable board game that explores the key questions and themes of the Industrial Revolution in Britain between 1750–1850. Your game should be creative, historically accurate, and engaging. Players should learn about the causes, developments, and consequences of industrialization while playing.

#### Guiding Questions (Content Focus):

Your board game should help players engage with the following:

1. What were the causes of the Industrial Revolution?
2. Why was there a rapid growth of industrialization after 1780?
3. Why, and with what consequences, did urbanization result from industrialization?
4. Why, and with what consequences, did industrialization result in popular protest and political change?

#### Project Requirements:

**1. Game Theme & Objective**

* The game must have a clear objective (e.g., “become the most successful industrialist,” “survive the challenges of urbanization,” or “gain political reforms”).
* The theme should connect directly to the Industrial Revolution in Britain.

**2. Historical Content**

* **At least 20 total** historical facts, events, people, or concepts from Unit 2 must be integrated into the game (examples: steam power, factory system, child labor, Chartist movement, Corn Laws, public health reforms).
* Information must be accurate and clearly connected to the guiding questions.
* Information must be information provided in class rather than what can be found online

**3. Game Mechanics**

* Include **rules** that explain how to play.
* Design **game pieces, a board/map, and/or cards**.
* Use challenges, rewards, or scenarios that reflect real Industrial Revolution issues (e.g., strikes, inventions, legislation, disease outbreaks).

**4. Visual & Creative Design**

* The board and pieces must be neat, colorful, and organized.
* The design should reflect the Industrial Revolution theme (factories, coal, railways, urban housing, protests, etc.).
* Everything must be handwritten and hand drawn

**5. Playability**

* Your game must be **playable in 20–30 minutes**.
* Include clear written instructions so others can play without your help.

#### Deliverables:

1. **Board Game (physical product):** Complete with board, pieces, cards, dice/spinners (if applicable), and rules.
2. **Instruction Sheet:** 1 page explaining how to play and 1 page explaining how the game connects to the unit themes.
3. **Reflection (1 page):** Written explanation of how your game addresses the four guiding questions.

**Presentation:** Each person will present and briefly demonstrate their game to the Class.

**Tip:** Think of your game as both educational and entertaining—if someone plays your game, they should walk away knowing more about the Industrial Revolution in Britain.

### **Assessment Criteria (Rubric Highlights):**

* **Historical Accuracy & Depth (40%)** – Demonstrates strong understanding of Unit 2 content.
* **Creativity & Engagement (25%)** – Innovative theme, fun to play, visually appealing.
* **Clarity & Organization (20%)** – Clear rules, playable design, logical structure.
* **Connection to Guiding Questions (15%)** – Explicitly shows how the game explores causes, growth, urbanization, and protest.

**Total: 100 points**

Historical Accuracy & Depth: 40 points

Creativity & Engagement: 25 points

Clarity & Organization: 20 points

Connection to Guiding Questions: 15 points

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**Board Game Rubric: The Industrial Revolution in Britain (1750–1850)**

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| **Criteria** | **Excellent (A)** | **Good (B–C)** | **Developing (D–E)** | **Limited (U)** |
| **Historical Accuracy & Depth (40%)** | Integrates 20+ accurate facts/events; demonstrates deep understanding of causes, growth, urbanization, and protest. Clear and consistent historical context throughout. | Includes 15–19 accurate facts/events; demonstrates solid understanding of most guiding questions. Minor inaccuracies or gaps. | Includes 10–14 facts/events; demonstrates partial understanding; some inaccuracies or limited coverage of guiding questions. | Fewer than 10 facts/events; major inaccuracies; little to no connection to guiding questions. |
| **Creativity & Engagement (25%)** | Highly creative theme; game is original, engaging, and enjoyable to play; strong use of Industrial Revolution imagery/ideas. | Creative theme; game is somewhat original and fun; some connection to Industrial Revolution theme. | Limited creativity; game is predictable or confusing; weak theme connection. | Minimal creativity; lacks effort or theme; not engaging to play. |
| **Clarity & Organization (20%)** | Rules are clear, detailed, and easy to follow; game flows smoothly; board and pieces are neat and professional-looking. | Rules are mostly clear; game is playable with some effort; design is neat but may lack polish. | Rules are confusing or incomplete; game play is disorganized; design is messy or rushed. | Rules are missing or incomprehensible; game is unplayable; design shows little to no effort. |
| **Connection to Guiding Questions (15%)** | Reflection and gameplay explicitly show strong connections to all four guiding questions. | Reflection and gameplay show connections to at least three guiding questions. | Reflection and gameplay connect to one–two guiding questions, or connections are weak. | No clear connection to guiding questions. |