



Theme 10

Inventing a Board Game

Teacher Notes

Aims

- to revise the main events and developments in the history of Huddersfield Giants Rugby League Football Club
- to revise the reasons for and the results of major changes at the club
- to devise, design and make a board game based on the events in the history of Huddersfield Giants Rugby League Football Club
- to encourage children to be interested and take pride in the history and heritage of Huddersfield Giants Rugby League Football Club

Related Knowledge and Skills

concepts and vocabulary related to the passage of time
reading for information, literal and inferred
speaking and listening in group discussion
decision-making
estimation of probabilities
testing, revising/amending, re-testing

Time

3 x 60 mins lessons

Resources

Pupil Resource Sheet
Dice

From Theme 3: Timeline

Pupil Activity Sheet: Timeline of Huddersfield Giants Rugby League Football Club

Differentiation Strategies

Less able children/pairs:

Pairs should include at least one good reader to ensure access to information.
Board games could cover shorter periods of the club's history.
Board games could cover fewer events from 1860 to present day.

More able children/pairs:

Opportunity to take responsibility and lead pairs activities.
Board games could cover all of the club's history, and more events from it.

Overview

Activity Number	Class Organisation/Activity	Main Idea	Resource
1.1	Class introduction	Inventing a board game which uses the Timeline of Events and Developments at Huddersfield Giants Rugby League Football Club	Pupil Resource Sheet; From Theme 2: Pupil Resource Sheet 1 Pupil Activity Sheet 1
1.2	Pairs discussion and production of game	Devising, designing, making, playing and amending the game to iron out problems	dice; card art materials
1.3	Class discussion, pairs reporting back	Explaining and demonstrating games invented; suggesting improvements to other children's games	
1.4	Playing the Games	Playing and refereeing games and making improvements	
1.5	Class discussion	Explaining which games were the most attractive, fair, imaginative, interesting, easy to understand and enjoyable	

Activities

1.1 Class introduction

- Explain that, in their pairs, children are to invent a board game based on the Timeline of Huddersfield Giants Rugby League Football Club.
- Ask children for ideas, prompting them by asking how the following could be adapted:
 - Snakes and Ladders
 - 'Race to the Finish' games with rewards and penalties such as:
 - missing a turn/having an extra turn
 - throwing an even number to continue
 - going forward/back on the board
 - answering a question to proceed
- Show children the Pupil Resource Sheet, explaining that:
 - they can use this board to draft their ideas
 - their final design does not have to be in this shape or to have one 'square' per year – they may wish to 'snake' a number line around a bigger board to leave room for decorative artwork or 'bridges' and 'tunnels' between different parts of the line
 - they may wish to choose part of the club's history to make their game shorter
 - rewards and penalties should be explained on the board or, if there is not room to write the information there, on cards to be picked up on instructions from the board
 - rewards should be based on positive events at Huddersfield Giants RLFC, such as winning promotion or moving to a better ground, or in the wider world which affected the Huddersfield club such as the end of wartime
 - penalties should be based on negative events at the Huddersfield club, such as relegation or going into administration, or in the wider world which affected the club such as the economic depression of the 1930s
 - rewards and penalties should be proportionate in relation to each other

no individual reward or penalty should be so great that it effectively decides the game and makes the rest irrelevant.

rewards and penalties could include elements of knowledge and/or skill

children should assess how often a type of reward or penalty should be repeated in terms of their proportionate influence on the game

they will need to be consistent in the rewards and penalties for repeated events, such as winning Championship titles or the Challenge Cup wins, being relegated

their handwriting should be legible, consistent and appropriate for a board game.

- Organise the class to work in pairs.

N.B. Probability

The mathematical probabilities involved in devising rewards and forfeits are complex.

At KS 2 children should understand basic probabilities related to a single cuboid die, e.g. that there is a one in six chance of throwing any given number, a one in two chance of throwing an even number etc. Beyond that they should try to develop a sense of likelihood and fairness in their game. This approach can also be used at KS 3, but there is also scope for more complex calculations in probability.

1.2 Pairs discussion and production of game

- Create the game.
- Play the game to iron out any problems, adjusting the rules where necessary.

1.3 Class discussion, pairs reporting back

- Children explaining and demonstrating how to play their games, including any amendments they have made from playing it.
- Encourage children to make suggestions for improvements to other pairs' games.

1.4 Playing the games

- One child from each pair to stay with their game to explain and 'referee', whilst the other goes to play another pair's game, then swap places.
- Continue until children have played a selection of other games.

1.5 Class discussion

- Children commenting on their favourite games/parts of games and explaining why they are their favourites based on:
 - attractiveness of presentation
 - fairness of rewards and punishments
 - imagination in ideas
 - elements of thought/skill as well as luck
 - how easy it is to understand
 - enjoyment.