AP English Literature – The Final Countdown

This year we have been finding different ways to answer these essential questions:

What is the meaning of existence?
What is the reason we are here?
What is our responsibility to the others around us?
What choices do we have within our control?
What is reality?
What is the role of art and the artist?
What is the role of man within nature?
What influence does nature have on man?

Using elements from the works we've read all year, you are going to do the following:

1. As a group, create a board game that answers **at least two** of the essential questions.
2. As an individual, write a Personal Philosophy (5-7 page) paper that answers **one** of the essential questions. You should be able to use the information from the game board to help develop your essay.

The works we have read this year:

Novels/Plays:

- ☐ *Medea* – Euripides
- ☐ *Frankenstein*- Mary Shelley
- ☐ *Heart of Darkness* - Conrad
- ☐ *Twelfth Night* - Shakespeare
- ☐ *Hamlet* - Shakespeare
- ☐ *Rosencrantz and Guildenstern Are Dead* – Tom Stoppard
- ☐ *The Stranger* – Albert Camus

Poetry:

- ☐ Keats & Shelley poems
- ☐ Wordsworth poetry

Short Stories:

- ☐ "The Allegory of the Cave" - Plato
- ☐ "The Myth of Sisyphus" – Albert Camus
- ☐ "War" – Pirandello
- ☐ "The Guest" – Camus
- ☐ "Gertrude Talks Back" - Atwood

Nonfiction:

- ☐ "What is Art" – Tolstoy
- ☐ "Image of Africa" – Achebe
- ☐ Camus Critical Essays

Due Dates:

1. Personal Philosophy Paper (*30 points possible)* will be due: **Thu, May 26**
2. Board Game (15 points possible) will be given on the day of the final: **Tue, May 31**

AP English Literature Board Game

BE PREPARED TO REVISE YOUR GAME AT ANY STEP OF THE PROCESS!!!!
You must have the previous signature before moving on to the next step.

1. Complete brainstorm review sheet.
2. Create a pitch of your game on a 3x5 index card. Pitch needs to include:
    a. Title of game
    b. Which literature will be referenced and how they will be incorporated into the game
    c. Goal of game (how to play, how to win)
    d. Type of game pieces needed (cards, die, tokens, spinner, etc)
    e. Rough miniature sketch of game board. Physical design of board should reflect the essential questions you are answering.
3. Fill out the Rules Template worksheet.
4. Type out the official rules of play for your game. They must be clear, specific, and appropriate to the essential question. Rules must include:
    a. Object of game
    b. Game Contents
    c. Game Setup
    d. Game Play
    e. Winning and Scoring
5. Create your game using a manila folder. On the outside of the folder:
    a. Front: Design the box cover which includes the title, the back story, and a colorful graphic
    b. Back: Glue the official rule sheet (typed) and an envelope or baggie with all game pieces
    c. Create at least 25 questions and answers for your game that relate to the works we've read. The questions must be appropriate to the essential question and object of your game.
    d. On the inside of the folder: create a colorful, neat, interesting, and creative game board. The format and purpose of your game must be related to the essential questions you are answering.
    e. Staple together your preliminary work with the Project Signature Sheet on top. Turn this in inside the folder.

Board Game Rubric:

Each of these categories are graded on a 5 point scale for a total of 15 points

- ☐ Format, Design, Creativity
- ☐ Preliminary Work (Worksheets and signature sheet)
- ☐ Treatment of Essential Question, Use of Literature

5= insightful, thorough, appropriate *
4= thorough, appropriate
3= superficial, appropriate
2= incomplete
1= little to no effort, inaccurate, unclear

* insightful = making connections, original ideas (not just plot) that move toward the why
thorough = rich in detail, well-supported, well-developed
appropriate = fulfills the requirements, adequately challenging, accurate

AP English Literature Board Game Project Signature Sheet

Group Names: _____ _____

_____ _____

_____ _____

Title of game:

1. Brainstorm Review Sheet Signature:
2. Index Card Pitch Signature:
3. Rules Template Worksheet Signature:
4. Official Rules Signature:
5. Gameboard final project:
    a. Preliminary Work /5
    b. Format, Design & Creativity Preliminary Work /5
    c. Use of Literature, Treatment of Essential Question /5
    TOTAL /15

English Literature Board Game Project Signature Sheet

Group Names: _____ _____

_____ _____

_____ _____

Title of game:

1. Brainstorm Review Sheet Signature:
2. Index Card Pitch Signature:
3. Rules Template Worksheet Signature:
4. Official Rules Signature:
5. Gameboard final project:
6. Gameboard final project:
    a. Preliminary Work /5
    b. Format, Design & Creativity Preliminary Work /5
    c. Use of Literature, Treatment of Essential Question /5
    TOTAL /15

Group Names:

Game Board Brainstorm Review Sheet

Which two essential questions will your game be answering?

a.

b.

Choose AT LEAST

3 novels/plays:

1 short story:

3 poems and/or nonfiction:

For each of the works, identify the elements of the story that apply to your essential questions.

a. For each novel and short story, include characters, conflicts, setting, at least 5 symbols and/or motifs, important quotations (20 for novel/play and 10 for short story), relevant plot points (20 for novel/play and 10 for short story).
b. For each poem, include a thorough TPCASTT (authorial purpose & specific details)
c. For each nonfiction work, provide an outline of the ideas, the central question, plus at least 5 important quotations

Use the space below, the back of this paper, and attach additional paper if necessary.

Novel or Play Title:
Characters:
Conflict(s):
Setting:
Symbols and/or motifs:
1.
2.
3.
Relevant Plot Points:
1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
Important quotations:

Rules Template for Game Design

This document is to help organize your rules. It is not a layout guide or fill-in-the-blank template for generating game rules. Your game rules will vary depending on its individual needs.

Answer the following questions on a separate sheet of paper.

Your rules must include:

Game Name:
Number of Players: (at least 6)
Playing Time:

Back Story
This is the part that explains the theme of the game - just a paragraph or two with lots of adjectives.

Game Object
Three lines about how the game "works," including the ultimate object.

Game Contents
List all components and indicate if it's a deck of cards or a sheet of cards to be punched out; a free standing game board or a game board to be punched out, a bag of tokens or a sheet of tokens to be punched out, etc.

Game Setup
How do you setup the game for each playing? Does the game setup differently for different numbers of players?

Literature Used
Which works will you use in this game? How will they be incorporated? How will you include the quotations from the works?

Then explain all that apply in your particular game:

Game Play
Who starts? Does youngest player go first? If not, how is this determined? Who plays next? Does play pass to the left? If not, what is the turn order? Define terms (if necessary).

Turn Sequence
On a player's turn, what is the sequence of actions? What happens at the end of a round? Is there scoring? Does the order of play change?

Special Conditions
For instance, what happens when you land on another player?

Board Spaces
What happens on special spaces? How do you move around the board?

Special Cards
What do they do? When are they used?

Winning/Scoring
How is the winner determined? Do you have to win by exact count? What if there is a tie?

Game Play Variations (if any)
List any advanced and optional rules for a harder (or easier) game.

Troubleshooting and/or strategy tips