

## *Task:*

### To design and make a game based on *The Tempest*

You need to design and make your own game based on *The Tempest*.

You need to

1. Plan it
2. Make it
3. Play

### *1. Planning*

Decide on

- Your game scenario (e.g. The game is ships trying to get from Africa to Italy)
- How many players (and whether they are specific, e.g. will they be characters from the play?)
- Age suitability (if you are playing with dice, can younger children play?)
- What resources I need (e.g. paper/pen/scissor, etc)

**BELOW IS A TABLE WITH IDEAS YOU CAN USE - OR YOU CAN COME UP WITH YOUR OWN! USE THE NEXT PAGE TO PLAN YOUR BOARD GAME. THERE ARE TEMPLATES YOU CAN DOWNLOAD SO YOU MIGHT WANT TO LOOK AT THESE NOW ON THE WEBSITE**

Suggested scenarios	
Ships trying to get from Africa to Italy	Collecting food items for a magical feast/clothes for a washing line
King Alonso and his crew trying to get across the island	Caliban, Trinculo and Stephano trying to get to Prospero
Collecting magical objects so that the winner controls the island	Characters and key objects from the play- Snap/Top Trumps

Suggested styles	
Snakes and Ladders	Ludo
Monopoly	Chess
Top Trumps	CARD GAME: e.g. Snap



The Primary Shakespeare Company

*Design Technology*

## Example plan

### My Scenario

Characters and Key Objects from the play

### Aim of Game

To win all the cards in the game

### Type of Game

CARD GAME: SNAP

### Number of Players/Age suitability

2 players (Aged 6+)

### Resources I need to make my game

Paper or card/ Pencils and pens/ Scissors/ Make 2 of each character/object

## My plan:

### My Scenario

### Aim of Game

### Type of Game

### Number of Players

### Resources I need to make my game

NOW GO AND MAKE YOUR GAME. TOMORROW YOU'LL NEED TO WRITE UP THE INSTRUCTIONS AND ADVERTISE YOUR GAME