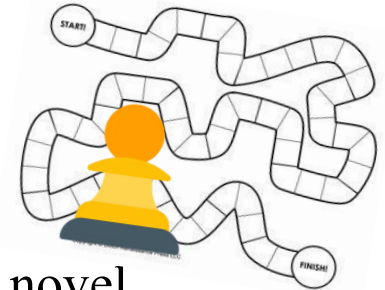




Read the graphic novel *THE FAITHFUL SPY*

BY JOHN HENDRIX



Then create a board **game** based on the novel



The board game you create should review the historical events in the graphic novel, *The Faithful Spy*, a true story about Dietrich Bonhoeffer and the plot to kill Hitler.

Answer the following questions to help you visualize your game...



What category of game will this be?

War game – the objective is to defeat your opponent (ex: *Chess*)

Race game – the objective is to reach a goal or destination first (ex: *Snakes and Ladders*)

Alignment game – the objective is to place game pieces in strategic positions on the board (ex: *Tic-Tac-Toe*)



What are the rules for your game?

How many players (board games require at least 2 players)? How many spaces will be on the board? What constitutes a “turn”? How many moves per turn? Are there hazards? Penalties?

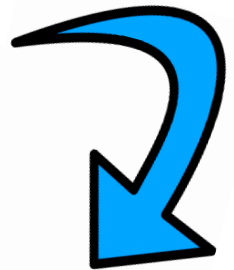


Will your game require extra pieces? Tokens? Cards? Dice? Spinners?

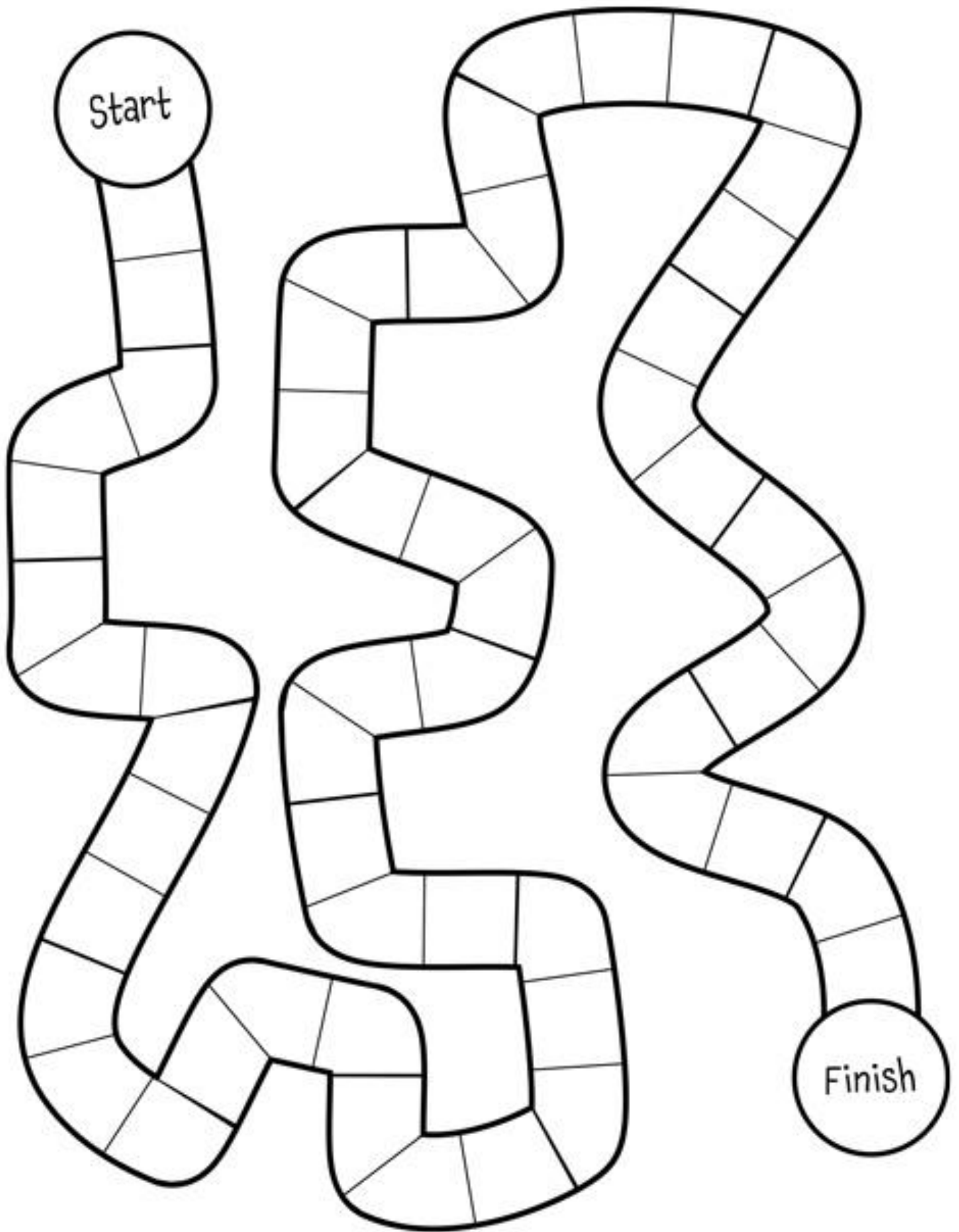


Some suggestions...

- Use the attached template or create your own.
- Decide the objective of the game (points, progress along the board, etc.)
- Write phrases that describe events from the plot on the game board’s path
- Create question cards that review biographical information about Bonhoeffer, plot events, historical timeline, vocabulary words, etc.
- On some of the rectangles or cards, write directions like
 - GO AHEAD 3 SPACES
 - LOSE A TURN
 - YOU ARE NOW A PRISONER
 - TAKE AN EXTRA TURN!
 - PICK A CARD, etc.
- Create playing pieces for the required number of players (2 – 4)
- Decorate the board with colorful icons and scenes from the story
- **Include a short list of instructions for play – this is required!**
- Be imaginative and have fun creating your unique game!



Be ready to play your game when we return to school!



Start

Finish