I. WHERE IN TIME?

Time Travel Board Game based on concept of time/space travel. Students will create the rules, game pieces, board or base, and do their own historical research. (They can use a steam punk theme – using gadgets such as steam engines, hydraulics, capacitaces, tesla coils, clockwork gears, etc. set in different time periods.)

II. INTRODUCTION

Time Travel is a theme of the book *Windows on the World* by Andrea White. In this book, Shama Katoee, an orphan, is all alone until she finds a bird that becomes her pet. She is mysteriously selected to be a student at the Chronos Academy and brings along her pet bird. There she learns about the Quan Time machine and learns about the effects of time travel. The question is – if she is able to go back in time, would she decide to change anything and what will be the result? Here is a program designed to let middle school students do just that: tweens will make the rules, game pieces, game board and then they will play to see Where in Time they are.

III. PROGRAM RELATED BOOKS TO DISPLAY

*Windows on the World* – Andrea White  
*When you reach me* – Rebecca Stead  
*Gideon trilogy* – Linda Buckley-Archer  
*Mal and Chad* – Stephen McCrane  
*The Last Muskateer* – Stuart Gibbs  
*Ruby Red* – Kerstein Gier  
*The Time Machine* – H.G. Wells  
*A Wrinkle in Time* – Madeleine L’Engle
The Time-traveling Fashionista – Bianca Turetsky

Breaking the Time Barrier: the race to build the first time machine – Jenny Randles

Time Travel in Einstein’s Universe – J.Richard Gott

Timeless – Alexandra Monir

IV. PROGRAM RELATED BOOKS TO BOOK TALK

Windows on the World – Andrea White

Missing series – Margaret Haddix

The Roar – Emma Clayton

The Time-traveling Fashionista – Bianca Turetsky

A Wrinkle in Time – Madeleine L’Engle

Jake Ransom series – James Rollins

Nick of Time series – Ted Bell

Another Whole Nother Story – Cuthbert Soup

A Connecticut Yankee in King Arthur’s Court – Mark Twain

Baseball Card Adventure series – Dan Gutman

V. SUPPLIES NEEDED

- Pencils
- Markers
- Scissors
- Big size notepad
- Easel
- Cardstock
- Poster boards
- Construction paper
• Sticky tack
• Other crafts/recyclables as needed
• Students can make a list of items they will need (give them a budget to stick to)
• Meeting room with tables
• Small bottles of water
• Snacks
• A cake and/or food for the Celebration Finale
• Incentives, prizes, books
• Music for students to listen to as they work

VI. DETAILED DESCRIPTION OF THE PROGRAM

LENGTH OF PROGRAM:

The program spans 5 weeks. The length can be adjusted to your group and/or your time frame. Each session should last one hour. Have some resources available to them so they can get ideas. Guide the students in their thinking, but let them ultimately decide on their final product. The last session will be when the students get to play their game.

Week 1 – Brainstorming

Students will meet and share their ideas about the possibilities of Time/Space Travel. They should discuss the ways they can create a board game. Since time and space travel involves going into past, present, and future; kids will need to keep in mind about all the changes we have had. If they wish to add some steampunk elements such as steam engines, hydraulics, capacitors, tesla coils, clockwork gears, etc. in different time periods, provide them with books about this topic.

Things to consider:

• Where will players start?
• Where will players end up?
• Alternate endings?

Past, Present, and Future things they can think about:

• Houses
• Transportation
• Food
• Schools/Education
• Jobs/Careers
• Entertainment
• Hobbies/Sports
Week 2 – Creating Rules and Doing the Research

They will continue to brainstorm ideas about rules of the game and how the rules will be implemented. Onto a board game or in a role play setting? Think in terms of cause and effect, how one action will cause a reaction in another time. By the end of this session, the kids should be assigned a team and a task of making a game piece or the game board.

Things to consider:

- What will players use as tokens?
- What will decide how players advance in game?
  - Luck – dice or spinner
  - Skills - complete tasks, solve problems, answer questions
- What will the layout of the game be like?
  - Stations
  - Shape
- Will there be points or money accrual?
- Will there be point deductions or hazards in the game?
- Insert Book Trivia in the game?

Week 3 – Creating the Game Pieces and Board

Bring the items that the students requested along with other supplies so that they can begin to put the game board and pieces together. They can begin by building the game board, any other game pieces, rules, scoring cards, creating trivia, etc.

They can bring all the things they need and actually work on getting the game pieces and board together in this session.

Supplies:

- scissors
- glue
- construction paper
- card board
- poster board
markers
crayons
glue gun
glue sticks
dice

buttons, beads, something to use as markers for playing the game

**Week 4 - Wrapping Everything Together**

This week they can finish everything up. Put the game together to make sure it will work the way they planned. Maybe have a trial run. Plan what they want to do for the Grand Playing of the Game Celebration.

**Week 5 – Playing the Game**

- Celebrate by playing the game.
- Serve water bottles and refreshments. Maybe a cake
- Give awards and appreciations to those students that worked on the program
- Give prizes
- Enjoy

**VII. INCENTIVES**

Ideas for incentives can be simple or since the theme is time travel, consider items from the distant past to the present.

- Books
- An e-reader as a prize
- Gift cards
- A calligraphy pen set
- An ipod
- A rotary phone
- An etch a sketch
- Drinks and light refreshments
- Certificate of Participation

**VII. PROGRAM FLYERS, POSTERS, ADVERTISEMENTS**
IX. RESOURCES

Books

*The Art of Steampunk: extraordinary devices and ingenious contraptions from the leading artists of the steampunk movement.* Art Donovan. Fox Chapel Publishing. 2011

*Challenges for Game Designers.* Brenda Brathwaite. Charles River Media. 2008


Web Based Activities

Future Me


Students can write an e-mail to themselves in the future at this website.

Time Travel Activities


This is a website with ideas for activities, games, and research based on time travel that would be interesting for some students.

Guest Speakers

Invite a physics instructor from a local university to come speak to your students about the ideas of time travel or the space/time continuum.
Films/DVDs/Videos

*A Kid in King Arthur’s Court.*  Walt Disney Video(2003)

*The Last Mimzy.*  New Line Entertainment(2007)


Web Sites

How Time Travel Works


This article is from the website How Stuff Works.com. This article discusses real life, everyday methods of time travel in the universe. The article also takes a look at some of the more far reaching methods of traveling through the space/time continuum.

How to Make Your Own Board Game

[http://www.wikihow.com/Make-Your-Own-Board-Game](http://www.wikihow.com/Make-Your-Own-Board-Game)

This is a Wiki How article with instructional ideas and pictures of how to create your own board game.

First Steps in Board Game Design [http://edweb.sdsu.edu/courses/edtec670/boardgame/BoardGameDesign1.html](http://edweb.sdsu.edu/courses/edtec670/boardgame/BoardGameDesign1.html)

How to Make Your Own Board Game [http://www.wikihow.com/Make-Your-Own-Board-Game](http://www.wikihow.com/Make-Your-Own-Board-Game)

YouTube Videos

Creating a Board Game [http://www.youtube.com/watch?v=wrD_i4Btr4I](http://www.youtube.com/watch?v=wrD_i4Btr4I)

Board Games & Card Games : How to Make an RPG (Role-Playing Game) [http://www.youtube.com/watch?v=e5GYx_Wdtf0](http://www.youtube.com/watch?v=e5GYx_Wdtf0)

All a-board! Create a personalized board game [http://www.youtube.com/watch?v=iBPEIWEZRk4](http://www.youtube.com/watch?v=iBPEIWEZRk4)
Make a Game Board - for Alkemy, Aurlok [http://www.youtube.com/watch?v=QbSLyzrLUdw]

Make Your Own Home Made Board Game for 99 cents [http://www.youtube.com/watch?v=3s8cqBVu7H0&feature=player_embedded]