**Encouraging Immigration - Game Board Project**

 You are a designer for a top game board company, Milton Bradley who is launching a new product to be used for teaching social studies to grade seven students. Your assignment is to create a game board depicting the push and pull factors that played significant roles in Canadian Immigration. Specifically, you must show the story of Western Canada’s historical development from a country of few people to one of many different cultures which came with the immigrants from all over the world. You will pick historical events and significant personalities that made Canada such a desirable place to move to in the early 1900s. Remember to use both positive and negative aspects that would have had an impact on Canadian immigration during this period of time.

**Assignment:** You are responsible for designing a game board using the template you are given to show the many events that impacted immigration to the Canadian West. Createa game board that examines the push and pull factors involved in the massive immigration to Canada near the turn of the twentieth century

**Your game board should include the following:**

* **At least 10 icons and or graphics** that are related to Western Canada’s history (flags, pictures, significant characters, religious icons etc.)
* **30 spaces that identify specific aspects of Western Canadian Immigration:** both positively and negatively. What types of things were done to get people to move to the Canadian West. What kinds of people were moving here, where were they from and why were they leaving.
* You may include **one bridge** that allows a player to jump across the game board but that bridge should not jump too many spaces as that would allow a player to finish too early.
* You may include plays such as Miss 1 Turn, Roll Again, Move Ahead 2 spaces, Move Back 1 Space, Take, Remain Where You Are.

**Encouraging Immigration: Game Board Rubric**

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| **Criteria** | **20 - Excellent** | **15 - Proficient** | **10 - Basic** | **5 - Limited** | **Score** |
| **Historical thinking**  describes the pattern or the cause and effect of specific aspects of Western Canadian Immigration. | provides a broad, detailed and insightful description of the pattern or the cause and effect of specific aspects of Western Canadian Immigration. | provides a detailed and credible description of the pattern or the cause and effect of specific aspects of Western Canadian Immigration. | provides a general and cursory description of the pattern or the cause and effect of specific aspects of Western Canadian Immigration. | provides a vague, partial or inaccurate description of the pattern or the cause and effect of specific aspects of Western Canadian Immigration. |  |
| **Visual literacy**  presents in a way that is engaging and purposeful | Presents graphics/icons in a way that is persuasive and engaging and has a purpose that is consistently clear. Board game is legible. | Presents graphics/icons in a way that is mostly credible and interesting and has a purpose that is mostly clear. Most of the board game is legible. | Presents graphics/icons in a way that is partly logical and has a purpose that is somewhat evident. Some of the board game is legible. | presents graphics/icons in a way that is unhelpful and confusing and/or does not show purpose. It is difficult to read the board game. |  |
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