

7 Wonders: A Present Wonder of the World

You will be playing a game of 7 Wonders

Rules of the Game

- In the game, your task is to collect resources and use it to build an army, buildings and stages of a Wonder for points, the player with the most points wins the game.
- The game consists of 3 stages (rounds), players are dealt a hand of cards and choose one card to play and hand the deck to the player beside you. Continue this process until there is one card left and discard it. Tabulate scores then start the next stage.
- Each player receives a wonder tableau from the 7 ancient wonders.
- Some cards provide resources, coins or points. Other cards require coins and resources to be built.
- Once a player has enough resources, a player can discard a card to build a stage of their Wonder tableau.
- Players can also build their army to receive or lose points based off the players' war tokens beside them.
- Players can also accumulate points by collecting cards that have science tokens.
- Refer to the rule booklet as you play the game.

Your Task

- After completing a full play through of the game, create a tableau for a present-day landmark that you would like to include in the game
- Write a report (500 words) on why the landmark should be considered a wonder of the world. Refer to the guiding questions
- Choose what the perks and resource that the wonder produces that is balanced in the game.

Guiding Questions

- *What is the landmark important?*
- *Why do you like the landmark?*
- *How does the landmark impact tourism?*
- *What considerations did you take to capture the majesty of the landmark on your tableau?*
- *Do the perks and resources make sense in the game?*

Check-Bric

Knowledge & Understanding The characteristics of a Wonder is stated in the report The Wonder consists of 3 phases and has a resource associated with it	□□□□□ □□□□
Application The effects that the Wonder you have chosen on tourism is explained The reasons on why the Wonder you have chosen is expressed and compared to the characteristics of a Wonder that you have stated.	□□□□□ □□□□□□□□□□
Communication Correct use of used spelling, grammar, syntax, punctuation and form in my report (-0.5 marks per mistake) Tableau card is aesthetically pleasing and resembles the ones from the game	□□□□□ □□□□□
Thinking & Inquiry The perks and resource that the Wonder provides makes sense with the game. Explanation on the rationale is provided. I have completed a playthrough of the game.	□□□□□ □
Total	/40

Self-Evaluation: Please assign yourself a score by circling the level you feel you have achieved.

<u>Learning Skills and Work Habits</u>	Needs Improvement/Satisfactory/Good/Excellent
Responsibility <ul style="list-style-type: none"> I have completed all of my tasks on time 	N S G E
Independent Work <ul style="list-style-type: none"> I have come prepared to work on my project when given time. 	N S G E
Initiative <ul style="list-style-type: none"> I have sought guidance/clarification when necessary and helped my group as necessary. 	N S G E
Organization <ul style="list-style-type: none"> I have submitted all components of the project. 	N S G E
Collaboration <ul style="list-style-type: none"> I have worked well with my fellow game mates and provided feedback for others' progress. 	N S G E
Self-Regulation <ul style="list-style-type: none"> I have used class time effectively to complete my project. 	N S G E

Teacher Considerations: Expectations

B. Spatial Organization: Why, Where and How we Travel

- B1. Spatial Interaction: analyse patterns of spatial interaction between tourist sources and destinations (FOCUS ON: Spatial Significance; Patterns and Trends)
 - B1.2 identify the world's major tourist destinations, and analyse the cultural and natural characteristics of successful tourist destinations
- B2. Spatial Distribution: explain interrelationships between tourism and the spatial distribution of services and attractions in tourist destinations (FOCUS ON: Patterns and Trends; Interrelationships)
 - B2.1 explain how tourism influences the characteristics and spatial distribution of services in tourist destinations (e.g., the concentration of hotels in a city core or near an airport, the replacement of street vendors by American restaurant chains in Vietnam, the increasing presence of Western-style hotels in Asia)
- B3. Choice of Destination: analyse a range of factors that influence tourists' destination choices (FOCUS ON: Spatial Significance; Geographic Perspective)
 - B3.1 analyse factors that influence travellers' destination choices (e.g., attractions and amenities, accessibility, cost, safety)