

## **Codenames Pictures Study Tool Project**

### **Rules of the Game**

- In the game, your task is to call back all of your secret agents of your team before the opposing team does.
- You will choose a captain for your team who will see where the secret agents are located. The opposing team captain will also see where their agents are located.
- Each team will take turns where the captain will say a word and a number. The team will then choose cards that correspond to the clue, one at a time. Once they have locked in an answer, the captains will reveal the identity of the card.
  - If it is an agent of the team, they can make another guess or pass their turn.
  - If it is an agent of the opposing team, the turn is passed to the opposing team.
  - If it is a villager, the turn is passed to the opposing team.
  - If it is an assassin, your team loses.
- When all the hidden agents of a team are revealed, that team wins.

### **Your Task**

1. Your group will be provided with a topic after you have completed playing a game.
2. You will create a game that has similar rules to Codenames using the theme that was provided to you. The game should include at least 10 cards.
3. Create a table on how different cards are connected to each other and what word would need to be said. There should be at least 10 connections listed.
4. Create a brief report that answers the guiding questions

### **Guiding Questions**

- How did you break down the topic to fit in 10 cards?
- How are they connected?
- How will you depict the cards?
- Will you need to change the rules of the game slightly?

Check-Bric

<p><b>Knowledge &amp; Understanding</b></p> <p>There are 10 picture cards created</p> <p>The report is included in the project</p>	<p>□□□□□□□□□□</p> <p>□□</p>
<p><b>Application</b></p> <p>The considerations and changes to the game are explained</p> <p>The method at which the topic is broken down to 10 cards is explained</p>	<p>□□</p> <p>□□□□□</p>
<p><b>Communication</b></p> <p>The presentation of my deck of cards is aesthetically pleasing</p>	<p>□□□□□</p>
<p><b>Thinking &amp; Inquiry</b></p> <p>There connections between cards are stated (1 mark per connection)</p> <p>I have completed a playthrough of the game.</p>	<p>□□□□□□□□□□</p> <p>□</p>
<p style="text-align: right;"><b>Total</b></p>	<p style="text-align: right;"><b>/35</b></p>

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

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