



8+

Invent

The Greatest Board Game

Spark!Lab is a real place located in the Smithsonian's National Museum of American History. It's a hands-on invention activity center where visitors learn that invention is a process and that everyone is inventive.

Activities incorporate history, science, engineering, technology, and art. A visit to Draper Spark!Lab "sparks" imagination and curiosity, and can be the first step to exploring our own inventiveness and invention in the world around us.

To learn more, visit us at: <http://www.invention.si.edu/try/sparklab>

in collaboration with
Creativity for Kids
by FABER-CASTELL

Invent the Greatest Board Game #3621000
 Faber-Castell USA, Inc. • Cleveland, Ohio 44125

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**Inventor's
 Guide**

Did you know that we are surrounded by invention?

Life today is much easier, safer, faster and more convenient thanks to creative problem solving through invention. Since the beginning of time, people have used their imaginations as a way to solve a problem or overcome a challenge...

Your Challenge:

All of the electronic and computer games in the world have shorted out from a major storm! It's up to you, the inventor, to come up with your own unique board game to play with your friends, using what you've been given in this box. Welcome to the wonderful world of inventing!

A GAME...

can be for a single player or competitive with two or more players. It is played according to a set of rules and decided by skill, strength or luck. Plenty of games have been made over the years, and now it's your turn.

Real inventors follow a process as they create. Learn what the steps are by going through your own journey of invention. You may skip ahead or re-visit a step along the way. Let's begin!

To invent
you have to:



THINK IT

Have a great idea for
an invention.



EXPLORE IT

Investigate inventions and
ideas of the past.



SKETCH IT

Draw pictures and diagrams
to figure out how your
invention might work.



CREATE IT

Build a prototype or
model of your idea.



TRY IT

Test your invention.



TWEAK IT

Keep improving your idea.



SELL IT

Market your invention to
people who might buy it.

THINK IT

Think of what kind of game you would like to play. Remember ideas can be limitless! There are no bounds to your fun, incredible thoughts. To help you think of a game, try answering the following questions.

- 1.) What kind of games do you like to play?
- 2.) Is it a strategy game or a game of chance, or is it both?
- 3.) What does the game look like?
- 4.) How do you advance in your game?
- 5.) How do you win?
- 6.) How many players can play at a time?
- 7.) What actions or questions will your players encounter?

EXPLORE IT

Are there other games out there similar to your idea? If so, how can yours be different? We did some research to help you get started.

While board games take a variety of forms, they do have some things in common: there are game rules; there is a level of unpredictability or chance; there is either a story or strategy that moves the game play along, and last but not least, a goal – which is to win, of course!



This French version of the *Game of the Goose*, of which there are more than 10,000 variations, plays just like Candyland®.



Another French game with multiple boards and pegs is basically just a game of bingo.

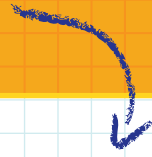


Here's the board for a game celebrating Charles Lindbergh's 1927 crossing of the Atlantic in the Spirit of St. Louis. It plays similar to Snakes and Ladders®.

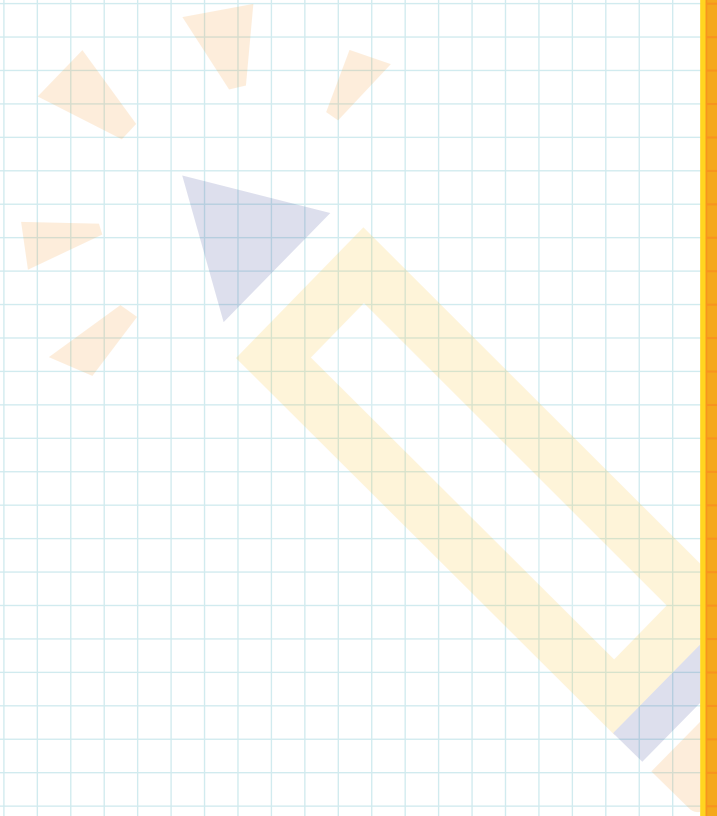


The woodblock print from the turn of the 20th century shows a family playing a board game called sugoroku which is very similar to backgammon.

SKETCH IT



Use the space provided to do a few quick sketches of what your game board and pieces could look like. Think about the different kinds of board games you have played.



CREATE IT

Now, start designing your game. Carefully explore the materials you have. Think about which items will help your game look and work the way you imagine.

TRY IT

Get a testing group of friends or family together to play your game. Does your game work like you thought? If yes, congratulations! If not, ask questions of the group and think about how you can improve or tweak it.





How could your game be better or more fun? Make the changes you need.



If your game were going to be sold, think about these questions. Play your unique game with your friends and family and have fun!

1.) How would you package it?

2.) What would you call it?

3.) How much would it cost?

4.) Where would you sell it?

5.) Who would most enjoy playing it?

Helpful Tips:



Use the stickers to add direction to the game board, spinner or to the playing cards.



Sculpt game pieces or complete a challenge with the modeling clay. It won't dry out!



Flip the sand timer to measure exactly one minute.



Draw multiples of the same shape with your stencil.



The game pad can be used to keep score or to note how the game should be played.



Ring the bell to reward a correct answer or to signify time's up.



Create game pieces with the cardboard shapes.



Create your numbered die by folding the shape where scored. Remove the white strips to reveal the adhesive. Line the tabs up to the edges of the shape and press together to adhere. If a shape pops open, use tape to keep it closed.

Project Hacks!

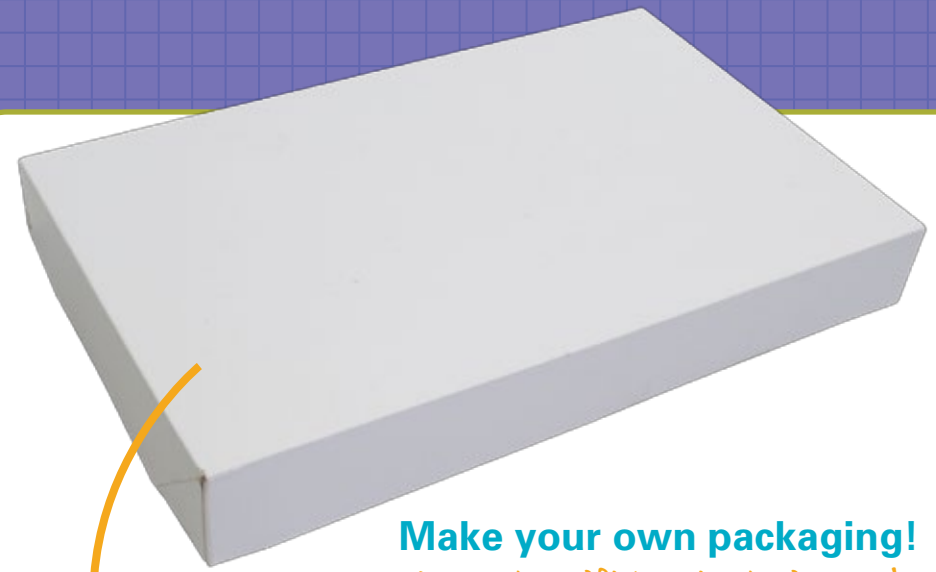
Using items found around the house, try to create another game or enhance the one you've just made. Always ask before taking and using.



The foam stands make great stampers if you happen to have a stamp pad available.

Use extra Stickers you might have laying around.

Random objects & figures can become game pieces.



Make your own packaging!

We used a gift box to design cool packaging for our game. It's also a great way to store the game pieces!



Make your game box colorful with fun stickers, pattern paper, markers, crayons, paint or whatever you have on hand.