



## ***Introduction:***

Welcome to the future of interactive game play!

A new board game company called Health Factor, is looking to market a suite of board games that can benefit people by educating them about healthy living. Specifically, the company would like to sell games that teach about each of the human organ systems of the human body.

A committee representing Health Factor International, is planning to visit your school to get ideas for these new board games. In order to appeal to the committee, each game should highlight how a specific organ system works, while teaching ways that young people can ensure that their own organs 'stay healthy'.

Your mission is to develop a new 'game' that can be sold to schools and families by Health Factor International. Be ready to answer tough questions about the organ system you've chosen, because I've heard that one of the members of the committee is a real life medical doctor!

## ***Task:***

Your mission is to create game board, game pieces, and a mechanism for moving the pieces around the board (take a card; role a dice; spin a spinner...). Your game board should include realistic-looking drawings of human organs/organ systems around which your game is designed. As a healthy human organ specialist, you will present your games to the Health Factor International committee, who will want to ensure that your game is fun to play, and that it teaches important facts about the human organ system you've chosen.

In building game boards of healthy and unhealthy organs, contestants might choose to:

- 1] use cardboard rolls, and tape, and rubber bands create twin models of a spinal chord: one that works well, and another that shows a spinal chord injury to form part of a game board...
- 2] create a detailed drawing of the human ear: along with game pieces representing different types of noises....
- 3] include fact cards within the game that highlight different versions of the human heart; one that is healthy, and the other that suffers from heart disease (e.g., atherosclerosis)...
- 4] use modeling clay or other materials and fancy lettering to create a fancy title to represent the digestive system or the name of your game 'Don't Get an Ulcer!'

## ***Process:***

### **1. Planning and Preparation:**

Using the Health Factor Planning Guide: Part 1 to prepare for your presentation to the Health Factor committee.

A] In consultation with your teacher, decide whether you will complete this task alone or with a partner.

B] You will have to decide on which human system your game will be based. You can choose from the respiratory, circulatory, digestive, excretory, and nervous systems.

C] Think about what materials you will need in order to build your game.

### **2. Thinking and Learning:**

Using books, encyclopedias, and the Websites below, learn more about what your chosen organ system part looks like, and how it works. Record your findings on Health Factor Planning Guide: Part 2

### **3. Game Construction:**

Negotiate with your teacher to select a suitable date for developing your game. Remember to bring your materials to school and using the time provided by your teacher (in Art class, Science class, Language class...) construct your game.

### **4. Presentation:**

The committee members are very busy people and are willing to allow each group no more than 5 minutes to make a presentation highlighting the benefits of their game. Use the Health Factor Planning Guide: Part 3 to ensure that your presentation highlights your skills and knowledge as a human organ system expert and game developer.

## ***Resources:***

Student page: [www.ldcsb.on.ca/schools/cfe/rpt/RPT\\_HealthFactor/student.html](http://www.ldcsb.on.ca/schools/cfe/rpt/RPT_HealthFactor/student.html)

Parent page: [www.ldcsb.on.ca/schools/cfe/rpt/RPT\\_HealthFactorparent.html](http://www.ldcsb.on.ca/schools/cfe/rpt/RPT_HealthFactorparent.html)