

## Cardboard Economics

Unit: Medium	
Workshop: 4	Date: Sept

**Objective(s):** Medium identification

**Materials & Resources:** CBE Forum, game library

[Paste Magazine: The 10 coolest Boardgame Components](#)

[makeplayingcards.com: Component examples](#)

[The Farsight Lens: Component design](#)

[Boardgame Maker: Component example](#)

**Lesson Agenda:** \_\_\_\_\_ **Time ():**

**Lesson Elements:** Research established board game components.

**Engagement:** Students will identify and select a physical medium of their game.

**Assessment/Evaluation:**

**Homework:**

**Reflection on Plan and Instruction:**

**Notes:**

The board game medium/components is how the player will interact with the game (the physical representation of their game).

At this point the students will notate in their design document what medium the board game will be in.

Examples:

- Card Game
- Dice Game
- Tile Game