Name _____ Period _____ Date_____

UNIT **4** | **Design with Adobe Illustrator** | **Projects Across the Curriculum** | **R**

Project 3 (page 375)

Create a Board Game Review

Directions: After you have finished your project, determine whether you have completed the criteria listed in the left column. Fill in the checklist in the shaded columns below and then turn the rubric in to your teacher along with your project.

	Student Checklist		Teacher Evaluation
Criteria	**Completed**	**Not Completed**	**Comments**
Brainstorm ideas for a board game to review scientific facts.			
Research the facts you intend to use in the game. Find images to illustrate your designs.			
Determine the type of game. Sketch the cards, game board, and box.			
Use Publisher for the layout of the game board, cards, and box.			
Create a master page for the cards.			
Use Illustrator's Symbol Sprayer and Type on a Path features to create interesting visuals.			
Add design elements (borders, color, images) as desired.			
Evaluate your designs according to PARC principles. Revise as necessary.			
Check for spelling and other errors and revise as necessary.			
Use Publisher to tile print the game board.			
Follow directions to save and print your work.			

Glencoe Introduction to Desktop Publishing With Digital Graphics