"Hail Caesar!" – The Roman Empire Game Board Guidelines:
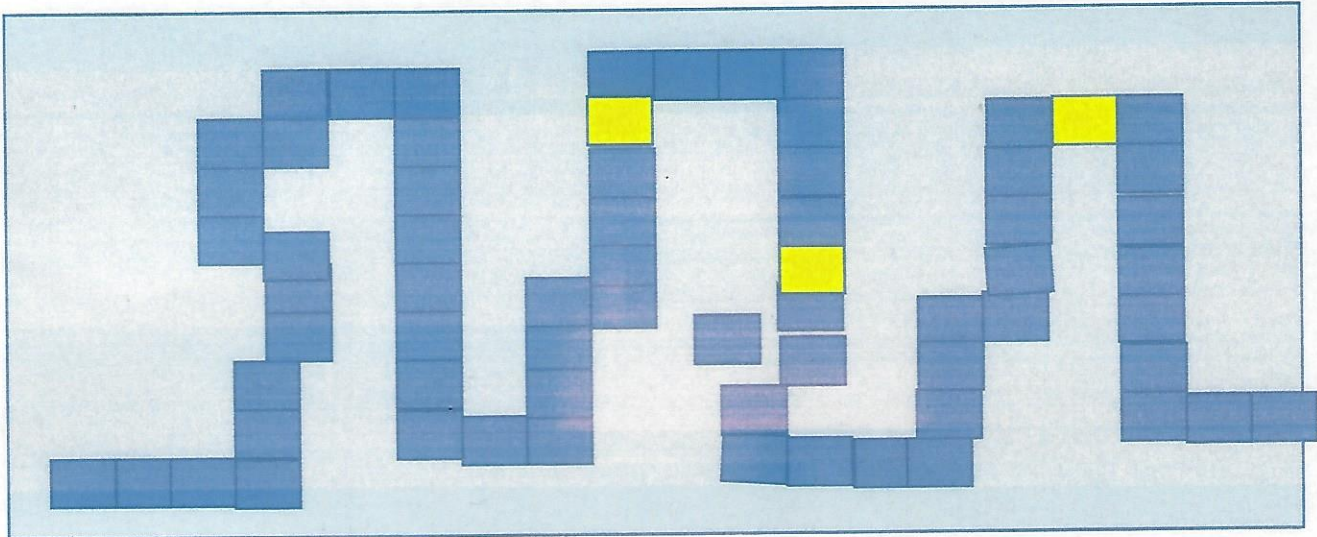
1. Game board must have at least 45 squares arranged in a cohesive path from "Start" square" to "End" square
2. Design the background before adding any "squares"; Add squares to create a path (Appearance of game board- 10% of your score)

3. Create Game cards:
   a. Use vocabulary, people, events, and places as the content of your game cards. (90% of your score)
   b. Create at least 45 game cards. – Each card must contain a higher-level statement that reflects understanding of events, people, places, and vocabulary related to the beginning, the rise, and the decline of the Roman Empire. (List is on the class website)We will do 5 cards per day in class
   c. Decide if your statement had a positive or negative effect on the Roman Empire.
   d. If the effect is positive, your card should direct the player to move ahead a determined number of spaces. For a negative effect, move back a determined number of spaces. No more than 3 spaces for each card You may also include 1 or 2 "start over" cards and/or "lose a turn".
   e. Print out 2 copies of your statements with directions (move ahead, lose a turn, move back, etc.) Leave 1 copy intact and submit to teacher; separate the other copy into statements and glue to your index cards