

Figure 2: Format of the pupils' team logbook (originally in Dutch)

Logbook	Date:
	Names of the team's pupils that worked on the game during this lesson:
We worked on: (blacken the circle, more than one circles may be blackened)	
<ul style="list-style-type: none"><input type="checkbox"/> instances of bad luck or good fortune taken from the texts<input type="checkbox"/> design of the game board<input type="checkbox"/> determining which frame represents bad luck or good fortune<input type="checkbox"/> the selection of pictures and the decoration of the game board<input type="checkbox"/> constructing the game board<input type="checkbox"/> writing explanations and playing cards for back luck and good fortune<input type="checkbox"/> writing instructions and the rules of the play<input type="checkbox"/> designing and making pawns and dice<input type="checkbox"/> playing the game (your own or that of another team)	
We divided the work among the team members as follows:	
This is what we are planning to do next lesson:	
We have to bring with us the following items for the next lesson:	
Are there any problems that require the teacher's help?	
<i>Did you as a team succeed in doing what you planned to do this lesson?.....</i>	
What mark would you give your team for the work done during this lesson?.....	

Figure 4: Assessment sheet

Assessment sheet					
Names:					
1) Cooperation	0	0	0	0	0
	1	2	3	4	5
2) Presentation	0	0	0	0	0
	1	2	3	4	5
3) Use of the sources	0	0	0	0	0
	1	2	3	4	5
4) Playability	0	0	0	0	0
	1	2	3	4	5
					_____ +
				 points total
Explanation:					
1: Also includes logbook and own evaluation.					
2: Also includes attractive and original things.					
3: Is it historically correct?					
4: Can you play the game? Is everything OK, such as the rules? Is it fun to play the game?					
A team can acquire 20 points in total.					

Figure 7: Study planner for Year 7

Study planner Year 7	WESTERN EUROPE AROUND THE YEAR 900 The Medieval Peasants' Dice Game
<p>Using some texts on the lives of peasants in the early Middle Ages, you will work in teams to design a game. This game will show the life of a medieval peasant.</p> <p>Your teacher will be available if you have problems, but by using this study planner, you can do most of the work on your own and/or in your team.</p> <p>In this study planner you will find:</p> <ol style="list-style-type: none">1. What rules you have to follow in designing the game.2. How the game should be constructed.3. A schedule with all the activities and homework for each lesson.	
1. Rules for making the game.	
<ul style="list-style-type: none">➤ Each team will receive texts, pictures, a cardboard plate and a logbook.➤ From home, you will bring scissors, glue, crayons and other materials for decorating your board-game. These materials will remain at school. Your teacher will take care of storing them. Because you cannot store tall objects on your board, bring a box in which to keep them. Put your name on this box.➤ At the end of each lesson, you will record in the team logbook what you have achieved as a team.➤ You will show the game to your teacher to have it approved <i>three times</i>. After approving it, your teacher will sign your team logbook.	
2. How do you design the Medieval Peasants' Dice Game?	
<ul style="list-style-type: none">➤ From the texts, take the examples of bad luck and good fortune (ups and downs) in the life of the medieval peasants (lesson 1, 2, and 3).➤ Think, discuss and make sketches of what the board game will look like. Draw frames, and around the frames, meadows, fields, streams and so on (lesson 3).➤ Decide which frames create ups and downs, and which create nothing (lesson 4/5).➤ Choose pictures from the sheets. Cut them out and stick them onto the board game (lessons 4/5).➤ Draw or stick everything made by your team onto the board game (lessons 4/5).➤ Make special cards for each frame explaining the ups and downs (lessons 4, 5, 6).➤ Think up some rules for your game. Put these on paper. Design the dice and pawns. You could design them in the style of the game, perhaps using peasants or animals (lesson 6).	
3. Schedule of lessons	
<p>At the end of each lesson, fill in your team's logbook.</p> <p>Lesson 1: Instruction and setting up of teams.</p> <p>Lesson 2 and 3: Choose your "ups and downs" from the texts. Design your board game (frames, drawings, pictures, objects, and so on).</p> <p>Lesson 4 and 5: Make your board game. Make the special cards explaining the ups and downs.</p> <p>Lesson 6: Make up the rules for the game and write these down. Think of some pawns to use with your game and design them.</p> <p>Lesson 7 and 8: Now prepare the game for playing. First, have a try-out of your own Medieval Peasants' Dice Game. This will give your team the chance to change and improve it. Once the game is completed, you can play the game for real.</p> <p>When each team has played its own game, it will play the game of another team.</p>	