

Contract for Logical/Mathematical AuthorQuest Project

Name: _____

Grade: _____

The author that I have chosen is _____.
Here are the types of things I will put on my timeline:

Here is a brief description of my strategy game:

The timelines for my project components are as follows:

- Research completed _____
- Timeline Rough Draft _____
- Timeline Finished _____
- Game Rules Draft _____
- Game Board/Pieces Completed _____
- Game Finished _____

Some problems I may encounter are:

I can prevent these problems from happening by:

I understand the above information and am committed to this learning.

Signed _____ Date _____

Parent Signature _____

Checklist for Logical/Mathematical AuthorQuest Project

Place a check ✓ next to the tasks as you complete them in order:

- ___ 1. Choose an author to study that you have read at least one book by.
- ___ 2. Go to the AuthorQuest website and find out what components you need to complete for the project.
- ___ 3. Fill in the contract for this project, get your parents to sign the contract, and hand the contract in to your teacher.
- ___ 4. Research and gather information and dates for your timeline from various books and websites.
- ___ 5. On approximately two sheets of paper stapled together sideways, draw a line from left to right for your rough copy of your timeline.
- ___ 6. Figure out what year your timeline needs to begin and end, and figure out how many centimeters must represent each year to fit your timeline. Label the years.
- ___ 7. Place all your timeline information on the paper above and/or below your timeline close to the year that it happened, and draw an arrow from your information to the year on the timeline.
- ___ 8. Using a ruler and a thicker type of paper, transfer your information onto a final copy of your timeline in pencil, then with a pen or fine tip felt. Include a title for the timeline. You may add pictures if you wish to.
- ___ 9. Make a rough draft of your strategy game rules, and organize your rules into sections such as 'purpose of game', 'materials', 'rules', and 'how to win'. Look at how other strategy game rules are organized and written.
- ___ 10. Create your game board with a thicker type of paper, first in pencil and then with pen or felt or other materials.
- ___ 11. Create your game pieces. Avoid tape – use glue if bonding pieces together is necessary. Modeling clay or homemade playdough, which hardens, may work well. You may purchase game pieces if you wish to.
- ___ 12. Test your game and see if any rule changes or additions are necessary.
- ___ 13. Write your final set of rules. You're done!