**Activity 1.12 Tabula Instructions**

**COMPETENCY: V101.**

*Understand basic history of game design*

**OBJECTIVE: V101.01**

*Recall the general history and development of gaming, non-electronic and electronic.*

**Introduction:** Ever wondered what games children plays long before even electricity. Let’s take a look at a popular ancient game Tabula and see it we can imagine what the rules might be like.

**Materials:**

Internet, Tabula board (below), 2 different colors of stones

**Lesson:**

1. Research the game of Tabula on the Internet.
2. You and your partner goal are to create some basic rules using a Tabula board and rocks given to you by your teacher, much like the ancient Romans used.
3. Brainstorm and come up with original rules
4. Write the rules in a word document.
5. Practice playing your game to make sure the rules work.
6. Edit the rules as needed. Print.
7. Switch rules with other members of the class.
8. Play other teams games and offer suggestions on the game.

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| **XXIV** | **XXIII** | **XXII** | **XXI** | **XX** | **XIX** | **XVIII** | **XVII** | **XVI** | **XV** | **XIV** | **XIII** |
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| **I** | **II** | **III** | **IV** | **V** | **VI** | **VII** | **VIII** | **IX** | **X** | **XI** | **XII** |