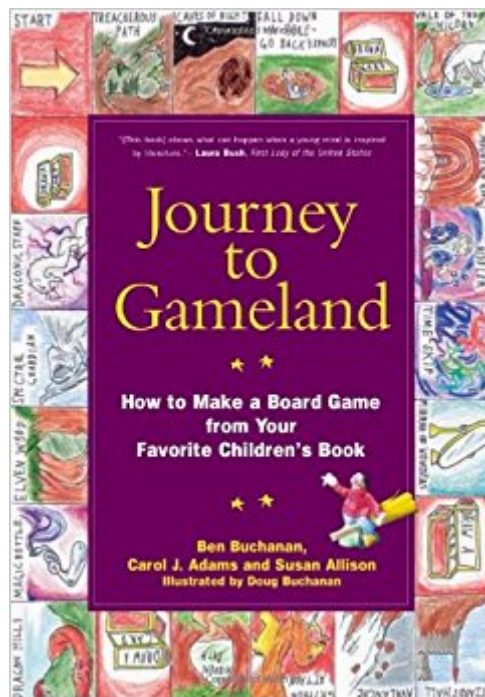


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# Journey To Gameland: How To Make A Board Game From Your Favorite Children's Book



## Synopsis

Take a journey through your favorite book and transform it into a board game! Choose your characters, design your board, and create obstacles and other fun activities all according to what happens in your favorite book. Learn how to take the joy of reading to another level and discover your own creativity. Eleven-year-old Ben Buchanan, who created a board game based on the popular Harry Potter books, provides advice for all children who would like to turn their favorite book into a board game. Along with his co-authors, he offers a step-by-step process, with suggestions for parents, librarians, and teachers, on how to help children transform their favorite book into a board game. The book shows how you can have hours of fun creating the board gameâ and then have lots more hours of fun playing! Journey to Gameland encourages children to develop their own creativity.

## Book Information

Series: How to Make a Board Game from Your Favorite Children's Book

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## Customer Reviews

Ben Buchanan is the author of *My Year with Harry Potter*. Carol J. Adams is the author of *The Sexual Politics of Meat: A Feminist-Vegetarian Critical Theory* and *The Inner Art of Vegetarianism: Spiritual Practices for Body and Soul*.

This book is fabulous! I am a homeschooling parent and I am planning on teaching a homeschool class on board game design at our co-op. I was looking for a resource book to help me help the

kids. This book is perfect. It not only helped me get a clearly defined plan for guiding them through the process, it encouraged me to have them use their favorite book as an inspiration. This book was the perfect jumping off point for our class. I also bought My Year with Harry Potter and can't wait to read that one. We are huge Harry fans in our house. Ben Buchanan, thumbs up!! My Ben loves this idea. We are making our own game as soon as possible. Thank you for the inspiration!

I am not the target audience. That is my bad. This book was written by a pair of educators about success they had with a 10-year old motivated reader in engaging with Harry Potter beyond the books. Sample size one, suggestions targeted at early elementary projects. If this describes what you want to read about, set aside an hour and you can read this book. I am a professor of computer science who studies and teaches game design. I plan on assigning a boardgame-from-a-novel assignment and thought this book would help blaze a trail I could follow. Was a mildly interesting but ultimately not helpful book for me.

I gave this to my 9-year-old, who loves making up games. He's been reading it and getting lots of ideas for making games based on his favorite books, as well as TV shows. It's simply written and was a good purchase.

I love the idea of using this book to organize a class wide project that will increase comprehension of the literature and also improve cooperation skills.

This book was useless! A waste of money. There are no real game ideas just suggestions for simple crafts that simulate games. I donated it to our local library.

Written by a kid (with adult help) and illustrated by the kid's brother, JTG is a remarkable way to encourage creativity and get kids to do something besides watch TV or play on the computer. This isn't an adult book, so some of the advice (how to make money, pawns, etc) might make grown-ups cringe and cry out that it is too crude or unfinished. So what? We're talking make-believe. Buchanan goes step by step, offering advice and warning where difficulties might come in. His technique is simple and obvious, and any child can modify his advice to suit (soccer, favorite movie, family things). He even includes a super book list! I bought this book at a local bookstore and even though I have no kids and have nobody to play board games with I think this is easily a five-star book. You can even use it as a birthday party event (directions included). This is a marvelous edition to a

family, school or church library. You won't be sorry.

This book teaches your child how to make a board game based on their favorite book, and it's interactive, like a workbook. The premise of the book is fun. Instead of being a standard workbook, it's written in a style that mimics an actual journey, with "Postcards" that your child will fill in and "Guideposts", which are for the parent or teacher to read. While a child reading and discovering this book will probably be gently tricked into thinking that they're doing nothing but having fun, as a parent or teacher, you'll realize how much they're getting out of the activity! They're thinking critically about their chosen book, finding ways to adapt it into a game using math and logic, and being artistic! What more can you ask? This book is a great resource for kids who can't get enough of their favorite book, for parents who are trying to teach their child how to think critically about literature, and for teachers to help provide inspiration.

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