



Make a Board Game for your Neighbourhood

Here is a school holiday project which younger and older family members could work on together. When it is finished, it will be a fun activity for rainy days. You might even be able to take it back to school with you in Term 4, and play it with your classmates.

The idea is to make a board game representing a walk around your neighbourhood. You could give it an environmental focus, to build your awareness of caring for your neighbourhood.

You will need:

- white paper and some cardboard (recycled cereal boxes work well)
- craft glue, such as BluStick
- masking tape
- coloured pencils, crayons or felt tip pens
- scissors, ruler, pencil, pen
- a die

Planning stage:

1. During your walks or bike rides around your neighbourhood, look for features you might want to include in your game. Take photos or write a list. Examples might include:

- parks, playgrounds, skate parks, bike paths
- sports grounds, tennis courts, swimming pools
- wetlands, creeks or rivers, lakes, beaches
- forests, wildlife reserves, patches of bush, gardens
- environmental problems: litter on street, graffiti, weeds growing on public land, potholes in streets and broken footpaths, no footpath where one is needed, derelict vehicles left in streets, polluted water
- healthy environments: birds' nests, native animals' tracks or homes, repairs taking place, new facilities being built, attractive gardens
- places you visit: library, local shop, school, friends' house

Don't choose too many or your game will take too long to play! About 15-20 features is a good number.

2. When you have your list, draw a rough outline of the route your walk will take. If possible, make it a route which follows a loop, rather than a line where you have to come back the way you came.





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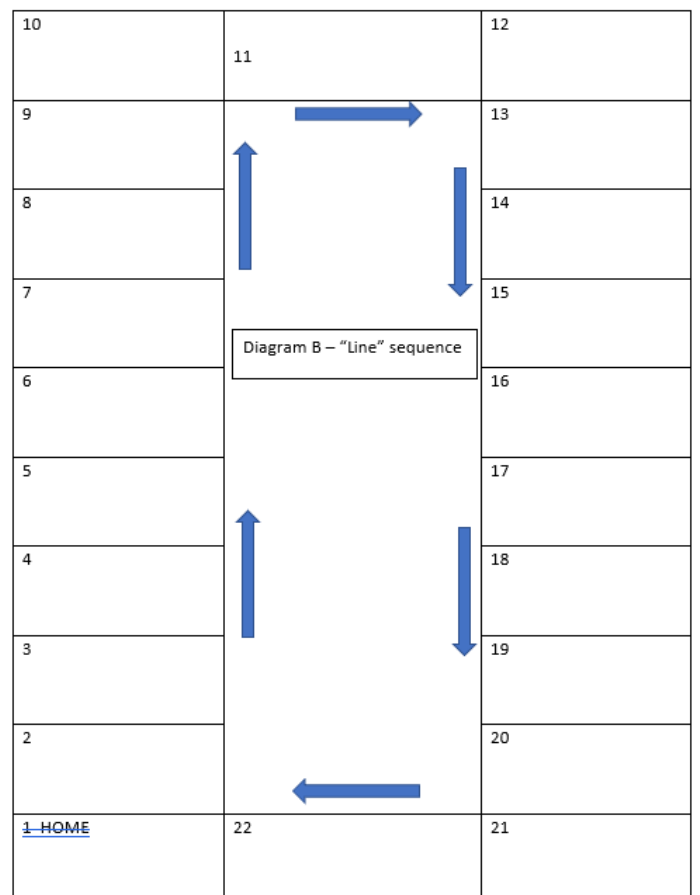
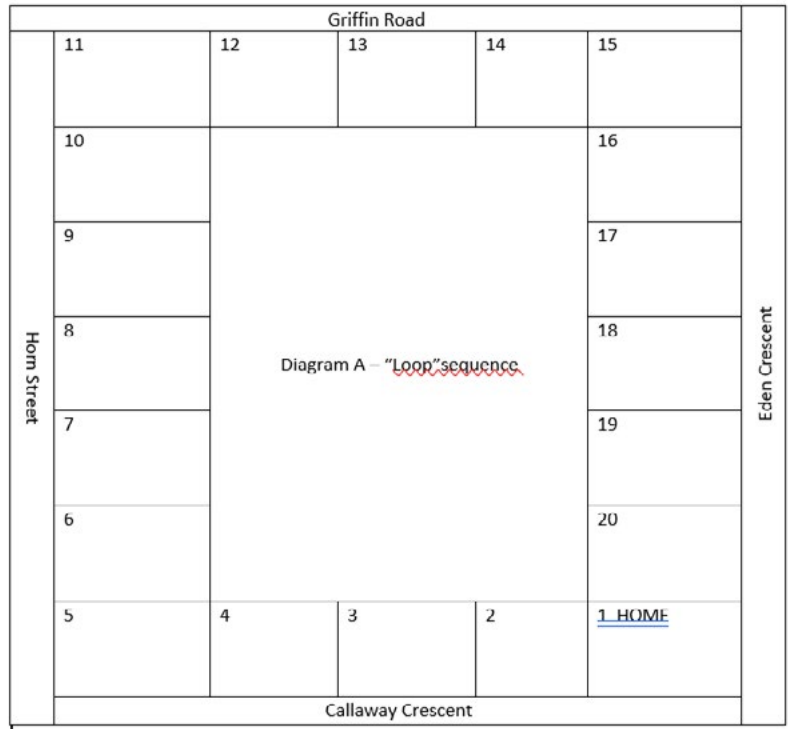
If it has to be a line, think of it as a walk up one side of the street or road, and back down the other side, so that you can visit the features on each side of the road in sequence. Diagram A shows a “loop” sequence and Diagram B shows a “line” sequence.

- Plan the order of the features on your outline – it does not have to be to scale, or exactly true to life.
- Decide what features will give bonus points, and which ones will give penalties. You might have examples like this:

- Playground: collect 3 bonus points
 - Bird’s nest: collect 2 bonus points
 - Footpath being repaired: miss one turn while you wait, but collect 5 bonus points
 - Litter on street: go back 3 spaces to find a bin
 - Corner shop: collect 1 bonus point from each player so you can buy icecreams: return the collected tokens, plus one of your own, to the “bank”
- You can have some squares which just give an instruction, for example:
 - Meet a friend: go straight to the playground
 - Forget the face masks for those 12 and above: go straight home
 - See a blue wren: go forward 2 spaces to follow it
 - Leave your jumper at the park: go straight back to the park, and miss a turn while you look for it

Making the game

- When you have finished planning, draw out your game on two or four pieces of white paper placed side by side or in a 2 sheets





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wide x 2 sheets high rectangle. Each square on the game needs to be big enough for you to write the instruction, e.g. "Collect 3 points" and to draw or name the feature. At least 8 cm square is a good size – larger for younger children. You can draw arrows to show which way to go, and/or number the squares in order. Decorate your game with drawings of your neighbourhood and its features.

7. Glue the sheets of paper to cardboard to make them sturdier. You can put masking tape on the back to join the sheets together: it will still allow you to bend the cardboard back to fold up the game.
8. Make the playing pieces and the points tokens. You can print the sheets on page 4, glue them to cardboard, and cut them out, or make your own. If you have more than six people in your family, make extra playing pieces with different creatures on them.
9. Make and/or decorate a box to keep your game in.

Playing the game

Equipment: Playing board, playing pieces and tokens, die.

Players: 2-6 players, aged 4 upwards

Getting ready: One player is the banker. The banker gives each player these tokens:

- 3 x 1 point tokens
- 2 x 2 point tokens
- 1 x 3 point token

The rest of the tokens stay in the bank until needed.

Each player chooses a playing piece and puts it on the **HOME** square. The youngest player goes first, then players take turns clockwise.

Taking a turn: On each turn, the player throws the die, and moves forward the number of spaces shown on the die. The **HOME** square is square 1. If the player throws a 3, they move to square $4 - 1 + 3$ steps forward = 4.

The player reads the instruction on the square, and follows it, moving and/or collecting or giving up points tokens as the square directs.

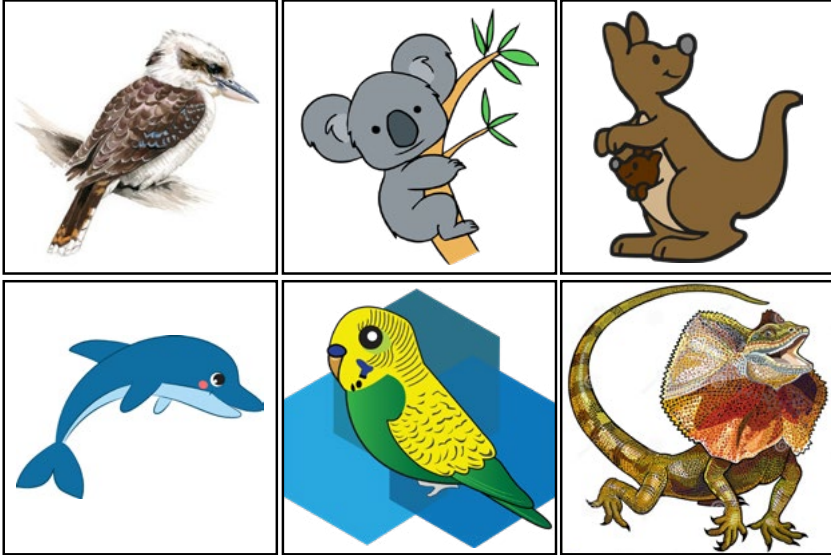
Ending the game: The game ends when all the players reach the **HOME** square again. They do not need to land exactly on the **HOME** square, so long as they have been right around the board. The winner is the player whose tokens add up to the highest score.



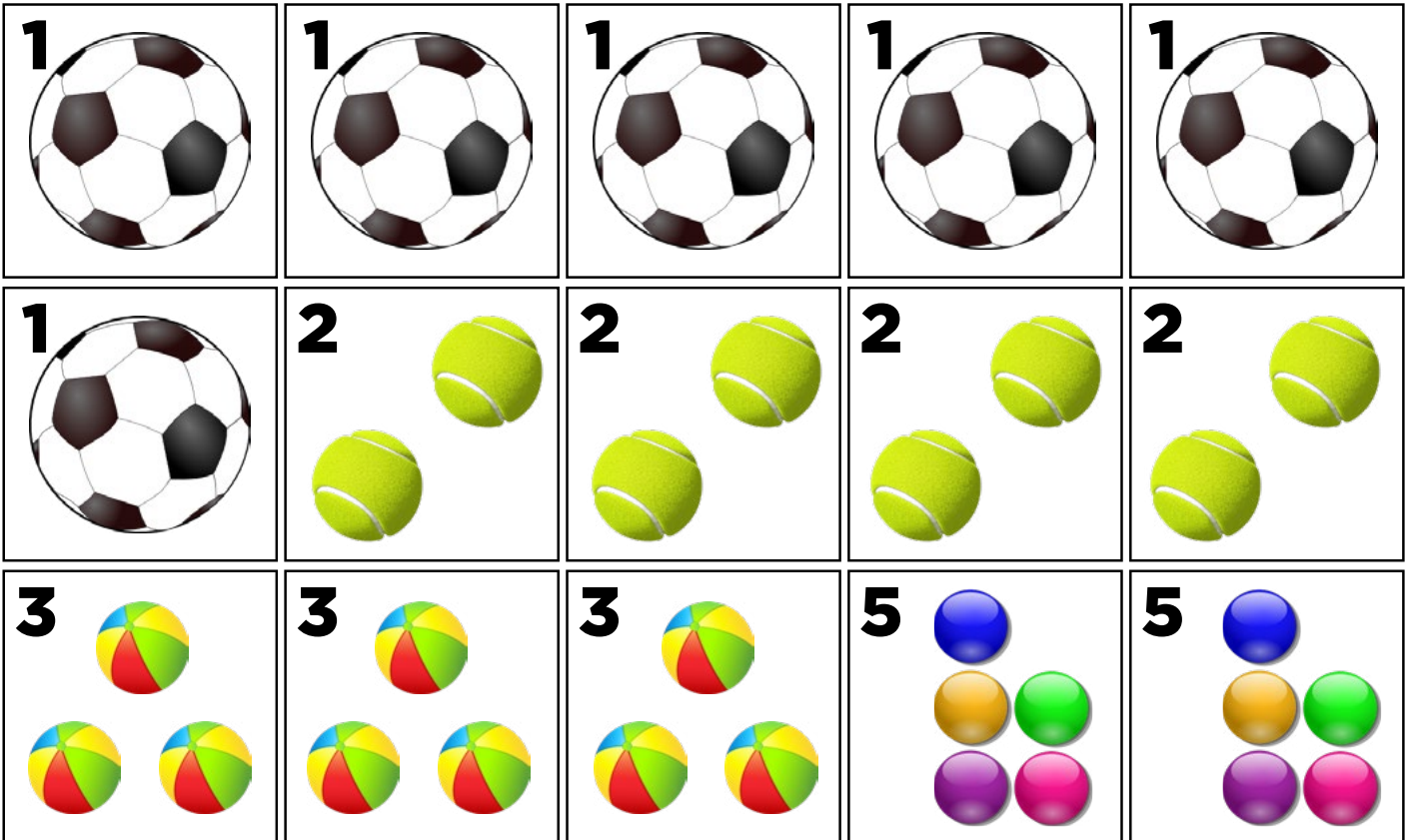
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Playing pieces: you will need one for each person playing the game.










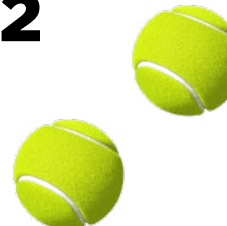
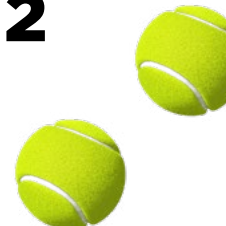
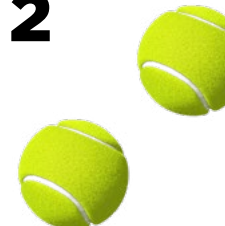
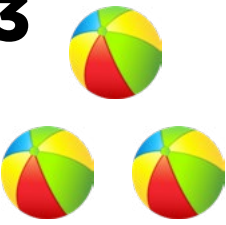
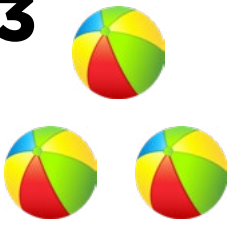
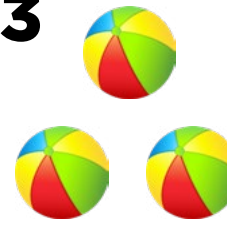

Points tokens: You win the game by collecting points tokens. Print 2 copies of this sheet.





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Grown > Connect > Improve
CHILDREN & YOUNG PEOPLE

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1 	2 	2 	2 	2 
3 	3 	3 	5 	5 