

# Game Idea

*(used primarily for review)*



**Title of Activity:** *Leadership Game: Roll the Dice*

**Who participates?** *Any age – modify questions for appropriateness*

**Detailed description of the event:** *This game is a modification of “Candyland.” The difference is, you layout the gameboard on the floor (which means you can adjust the path to fit the room), and the “markers” are actual people.*

**Materials:** Floor pieces, card questions, 1 dice per team (*use the big foam dice from M&N International or Oriental Trading*)

Recommendation: 6 students per team.

**Game Set-Up:** Lay the papers out in a random, weaving path from start to finish (see second page for sample). To enlarge the game board, use blank sheets of 8 1/2” x 11” paper.



**Game Overview:** This is a “Candyland” type of layout on the floor using 8 1/2” x 11” sheets of papers. Some of the papers should be pre-printed with directions such as “lose a turn”, “roll the dice again”, “go back to the start”, “pick a yellow (green/blue/etc.) card and answer the question”, etc.” (*The beauty of the game is you can use any categories of questions you would like! A few samples are on the second page.*)

If you are asked to pick a colored card, the facilitator will read the question to you. You and your team will have one minute to answer the question. If you answer correctly, the card will name the reward for a correct answer such as “you get an extra turn”, “you may move forward three spaces”, “your team earns 10 points”, etc.

Your team wins by getting to the finish line first.

Note: teams can earn “points” as a reward - upon earning 100 points, a team may exchange these 100 points for a free turn.

The game pieces are real people (one person represents a team). When it is a team’s turn, one person from the team rolls the dice. The “game piece” steps on the assorted colored paper path to move that many spaces. The first team to the finish line wins!

**HAVE FUN!!**

*Karen L. Crawford*

**Color cards - sample type questions** (the benefit of the game is that you can have as many or as few color cards as you have categories of questions!):

**Category: Parliamentary Procedures**

Question: In parliamentary procedures, what does it mean to be the author of a bill? What does the author do?

Answer: Author - a person who writes and introduces a main motion or amendment...author has first right of debate

Reward: Your team earns 20 points

**Category: Leadership - Goal Setting**

Question: The letters in S.M.A.R.T. goal setting stand for what?

Answer: **S**PECIFIC, **M**EASURABLE

**A**CTION ORIENTED, **R**EALISTIC, **T**IMELY

Reward: Free roll of the dice

**Category: Student Service Learning**

Question: Name 3 levels of service students can demonstrate in service-learning activities

Answer: Direct, Indirect, Advocacy

*Review 1. Direct service involves face-to-face interaction between students and those they are serving, such as through tutoring, mentoring, serving at a soup kitchen, or visiting the elderly*

*2. Indirect service involves activities that support a need but without direct contact between students and those they serve such as clothing collections, charity fund raisers, and environmental projects*

*3. Advocacy service brings attention to an issue, but may not directly impact the issue itself such as lobbying for environmental protections, speaking against racism, or performing a play about the dangers of drug abuse.*

Reward: Your team earns 30 points

**Game Board – Layout example**

(Remember, you can add as many or few blank spaces or direction cards as you wish – and since the paper path is on the floor, it can be any configuration needed to fit the space of the room!)

