



Infobesity – Information Management

BOARD GAME

Board games will never grow old, it is fun. The fun makes learning an enjoyable experience. When a game combines fun and effectiveness as a teaching tool, you have the right recipe for success.

Our game will combine the fun with the learning, bringing together people. The game is childishly simple. Everyone can easily understand its rules.

Objective of the game:

The main goal of the game is to enable teachers, educators, pedagogues and parents to teach through play. Players have the opportunity to verify their knowledge and skills.

Items you need to play this game

1. Two players
2. A dice
3. Two round chips
4. A game board (print it out on hard **A3** paper and laminate)
5. A deck of cards on PROJECT topic of your choice (also print out on hard paper, and cut them out).

Rules of the game

1. Players place their chips on the **start** position.
2. Toss a coin to determine who will start first.
3. Shuffle a deck of at least 20 or more cards on a particular topic. Place the cards face down to conceal the questions on them.
4. Roll the dice in turns, pull out a card, answer the question and move forward the number of places indicated by the face of the dice.
5. If you cannot answer the question correctly (or at all), keep the card aside and stay on your position.
6. At the end of a round, the cards can be shuffled again and used for a new game. In case you run out of cards before the game comes to an end, you can shuffle all cards that were answered (or used during the game) and keep on playing.

The objective is to reach the **end** position, however, if you encounter the following follow the instructions.



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Level 1 Game Symbols

1.	Ahead two places	
2.	Take an extra turn	
3.	Take the shortcut	
4.	Miss your next	
5.	Back five places	
6.	Ask your player	
7.	Back two places	
8.	Back to start	





LEVEL 2

NUMBER OF PARTICIPANTS: 2-5

AIM OF GAME: Arriving to the last square of the board before the other participants. In order to win the game, the pawn must pass onto the “arrival” square two times.

HOW TO PLAY: each participants has to put their game pawn on the “start” square and roll the dice. On the board there are different symbols:

1.	The player can't roll the dice next time and they have to wait for the other players to roll the dice two times before he can roll the dice again.	
2.	The player can move forward of two more squares.	
3.	The player draw a card from the deck where there is written a question regarding project topic. They have to choose one among the other players and ask them the question. If the chosen player does not answer the question rightly, they have to move backwards of three squares.	
4.	The player draw a card from the deck where there is written a question regarding a project topic. They have to choose one among the other players and ask them the question. If the chosen player does not answer the question rightly, they have to move backwards of five squares. If they answer correctly, they can move forward of fours squares.	
5.	The player must go back of two the squares.	
6.	The player draw a card from the deck. They have to hand the card to one of the other players who will ask the question. If the player does not answer correctly, their pawn must move back of three squares.	