



Objective of the game: To stimulate thought and action regarding human values through the use of multiple-choice questions.

In life we are continually making choices, some are easy, others are difficult. This game prompts the players to be aware of different issues, decisions and consequences of making such choices.

Suitable for Ages: 7 plus

Number of Players: Two or more players

Game Contents:

- Game Board
- Set of Choices Cards
- Set of Response Cards
- Coloured counters and Shaker
- Dice
- Scoring Sheet
- Writing Materials

Human Values: Players learn human values through choices. They learn:

- to listen
- to co-operate
- to be patient
- to work together
- to reflect on situations
- discernment
- decision-making skills
- synthesis
- self analysis

Teacher's Note: The teacher should specify an allocated time in which the game will be played as it can last quite a long time. No answer should be considered wrong, provided the reason is justified, however the answer should be discussed among the players to share different points of view.

Instructions:

- 1 The players place their coloured counters in the Start Box.
- 2 The Choices Cards are placed face down in the box marked 'Choices' on the board.
- 3 The Response Cards are placed face down in the box marked 'Response' on the board.
- 4 The players take turns to throw the dice.
- 5 The player with the highest score chooses a coloured counter and starts the game.
- 6 The rest of the players take their turns clockwise from the first player.
- 7 The first player throws the dice and moves the counter accordingly.
- 8 The player may be asked to pick a Choices Card or a Response Card or he/she may land on a blank square.

- 9 If the player picks up a Response Card they must follow the instructions on the card either to collect or give away five points.
- 10 If the player picks a Choices Card then he/she should give a favourable answer. The pupil should give appropriate reasons for his/her answer and then keep the card.
- 11 The player scores five points for keeping the card.
- 12 After completing one round on the board the player continues as before. Every time one round is completed the player scores 10 points.
- 13 Use the score sheet to record the points.
- 14 The game continues in this manner until all the cards are exhausted or the allocated time is over.
- 15 The winner is the player with the maximum points.

Points System:

- For keeping a Choice card **5 points**
 For a good answer during discussion **5 points**

(To be decided by either the supervising teacher/elder or fellow players. There is no right or wrong answer as long as there is justification for it).

For completing one round on the board **10 points**

Variation/Extensions:

- 1 The Choices Cards can be used for classroom discussions.
- 2 The pupils can make their own Choices questions and make a booklet.
- 3 Children can relate incidents when they had to make choices and how they coped with them.
- 4 The children can choose a card and show the positive aspects in the form of a poster.
- 5 The players can put together their own questions and answers.
- 6 Separate lessons are available on request for using the Choices game as an aid to teach English as a second language to EMAG or ESOL pupils.
- 7 The players can choose the Questions they like and then convey the message to others by creating a power point presentation or a class Quiz

Variations and extensions are constantly being updated. Please contact us for free ideas and worksheets. Please let us know any new suggestions you might have for sharing with others.

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