



- Objective of the game:** To stimulate thought and action regarding human values.
- Life is all about making correct decisions. We can accept or decline according to the values we want to follow. This game makes the player aware of the several acceptable or unacceptable outcomes and related values.
- 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 Share It - Drop It. 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 Share It - Drop It Cards are placed face down in the box marked 'Share It - Drop If 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 Share It - Drop It 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 Share It - Drop It Card, he/she reads the card and explains its meaning to others. The player should state if he/she follows the value related to the card and how one is affected by it.

- 11 The player discusses the value with the group and decides if it is a positive or negative value, then the group decides to keep the card in the game because it is a positive value or 'drop it' by removing it from the game because it is of a negative nature.
- 12 If players decide it should be 'share' then the player should keep the card and receive five points. But if the players decide to drop the card then it should be removed from the game and the player does not collect five points.
- 13 After completing one round on the board the player continues as before. Every time one round is completed the player gets 10 points.
- 14 Use the score sheet to record the points.
- 15 The game continues in this manner until all the cards are exhausted or the allocated time is over.
- 16 The winner is the player with the maximum points.

**Points System:**

For keeping a Share It - Drop It 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 Share It - Drop It Cards can be used for classroom discussions.
- 2 The pupils can make their own Share It - Drop It Cards and make a booklet. They could add pictures in the booklet.
- 3 Children can relate incidents when they or someone they know followed values on the cards and how it affected them.
- 4 The players can play musical chairs by putting the cards on the chairs and those players who sit on the negative values are declared out.
- 5 The players can chose a value card and make a poster illustrating the value.
- 6 The players can chose their favourite values and write a play incorporating them.
- 7 The players can choose the values they like and then convey the message by creating a power point presentation.
- 8 The players can research a story showing the values on the cards and share it with others. The pupils can create story sacks, available).
- 9 Separate lessons are available on request for using the Share it Drop it game as an aid to teach English as a second language to EMAG or ESOL pupils.

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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