

Children's Connection Curriculum

Session Topic: Interactions (Choices & Consequences Board Game)

Developmental Level: Elementary

Purpose: To help students to learn about the natural consequences that occur in life in a social, educational and community setting.

Materials Needed:

- Choices & Consequences cards (Handout 1)
- Game Board (see below)
- Game pieces (or tokens or small pieces of construction paper, 1 per child)

Description of Session:

PREPARATION:

1. Cut Handout 1 into cards so that they can be set upside down on the table and the children will be able to grab one when it's their turn.
2. *I choose to laminate the cards and game board for ease of reuse.*

DURING GROUP:

1. Set out the game board and allow the kids to each pick the game piece that will be theirs for the game.
3. Explain the rules of the game: Children take turns picking 1 card, reading the scenario and following the directions on their card to move forward or backward. Once they've completed the directions on the card, their turn is over and the next child gets a turn. The first child to make it to the end of the board game wins.
4. When the game begins, help the children to read the cards if necessary and move along the game board. Discuss the reason why the child is moving forward or backward (kids start to get obsessed with if they get to move forward or backward and focus more on the direction and not on the scenario; this doesn't help to teach any lessons!)

Discussion Questions:

1. After each card is drawn, ask the child or the entire group why this scenario required a move forward and back.
2. Ask about the types of consequences (positive or negative) that might come for someone who makes this same kind of choice in life.