

## Gameboard

**Gameboard 'A'**

**Gameboard 'B'**

**START**

**WATER**

**FOOD**

**SHELTER**

**HOME RUN**

**FINISH**

**Gameboard 'A' Callouts:**

- You have found a pure water source in the mountains. +10 pts
- Your water source has been polluted. -10 pts
- You have grown a bumper crop of vegetables. +10 pts
- Your quick search has only found poisonous plants. -10 pts
- You have found a plant that stores fresh water in its stem. +5 pts

**Gameboard 'B' Callouts:**

- A violent storm hits the island – lose half of your shelter points. If you have no shelter points, return to the start of the shelter area.
- Wild animals have eaten your vegetable plot – lose half of your food points. If you have no food points, return to the start of the food area.
- You have found some rocks that are perfect for building. +10 pts

Questions to ask when selecting the negative and positive places...

- Why are the amount of spaces above and below the orange shortcut different?
- What path are the players likely to choose?
- How can you influence their decision?
- Where should the spaces with the largest amount of points be placed?
- Should there be negative spaces on the black hexagons?
- Which intrapersonal gaming skills are you trying to develop?

### Intrapersonal Gaming Skills:

- problem solving
- perseverance
- resilience
- determination
- logical reasoning
- willingness to repeat
- patience
- stoicism
- risk-taking