

**KEY TERMS:**

**Board Game-** any game played on a board, involves movement of pieces on the board.

**Map-** a representation of an area of land or sea showing physical features, cities, roads, etc.

**Plan-** a detailed proposal for doing or achieving something.

**Accomplish-** achieve or complete successfully.

**Realistic-** having or showing a sensible and practical idea of what can be achieved or expected.

# BOARD GAME

Grades: 5-12 | Time: 30 minutes

## Activity-at-a-glance

Students create a board game with their dream job being the end of the game.

## Standards

Career Literacy: 2.1, 2.3, AZCTE Professional Skills: 3.B, 3.C, SEL Competencies: 1-3, 5, Technology 9-12.1.a., 9-12.3.a.

## Materials Needed

1. Construction Paper
2. Markers
3. Pennies as game pieces
4. Spinner or Dice

## Objective:

Students will create a map or plan of what it will take for them to attain their dream job.

## Activity Details:

Give each student the materials they will need to create a homemade board game. The purpose of the board game is to take the student from where they currently are to their dream job in the future. They need to have forward spaces for things they need to accomplish to get their job, and backwards spaces for hiccups they might experience along the way. They can also include bonus spaces for things like getting a scholarship, internship, etc.

Give students one hour to create their board game. Set aside thirty minutes the next day to let them play each other's games.

## Closing:

Reflect on the process of 'winning' at their games. Discuss what they identified as things they must do in order to get the job. What kinds of things held them back? How realistic is this goal today?