

# Active Travel Game Instructions

## For 2-6 players

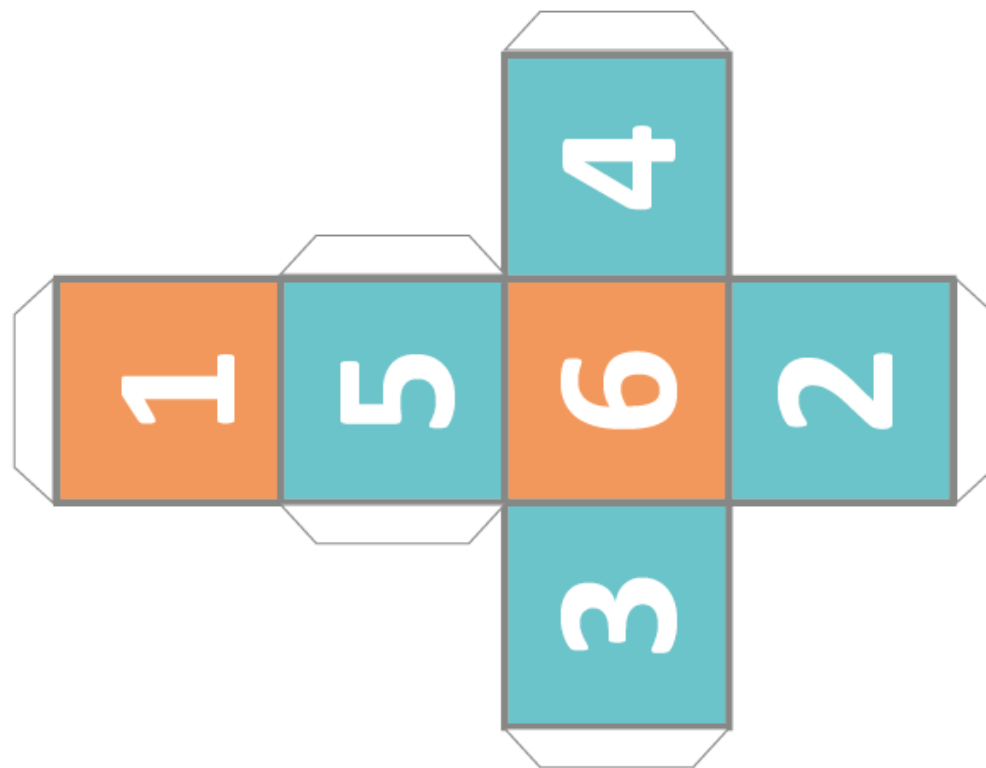
This game is a race to see which is quicker getting to school: driving in a car or walking.

You need to have: The game board, a counter for each player, a dice, a set of time cards for walkers, and time cards for a car. (If needed there are counters to cut out and a dice to create from a net below)

Before you start the game, decide who will be a walker and who will be in a car. You can decide this by turning over the counters at random or any other way you like. Everyone starts on the 'Leave Home' square and rolls the dice to take it in turns to move up the board. The youngest player goes first. Each time you land on a 'Time Card' take a card from your pack and do what it tells you.

The winner is the person who arrives at school first.

Counters:



57	58	59	60	61	62	63	ARRIVE AT SCHOOL
56	55	54	53	52	51	50	49
41	42	43	44	45	46	47	48
40	39	38	37	36	35	34	33
25	26	27	28	29	30	31	32
24	23	22	21	20	19	18	17
9	10	11	12	13	14	15	16
8	7	6	5	4	3	2	LEAVE HOME
							1



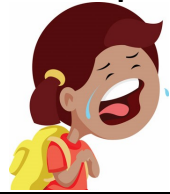
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Active Travel School



# Driving cards

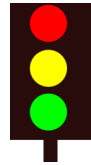
Your little sister refuses to get in her car seat.

Go back 2 spaces.



The traffic lights are green.

Go forward 1 space



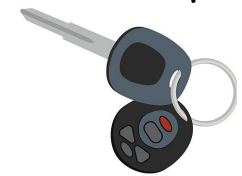
You can't remember where the car is parked.

Go back 2 spaces.



You can't find the car keys.

Go back 2 spaces.



You get caught behind a delivery van.

Go back 3 spaces.



You get caught in a traffic jam.

Go back 3 spaces.



You find a parking space right outside school.

Go forward 2 spaces.



You can't find a parking space near the school.

Go back 3 spaces.



You keep making mistakes parking the car.

Go back 2 spaces.



There are roadworks on your normal route.

Go back 2 spaces.



Your car needs petrol.

Go back 3 spaces.



Your car has to go to the garage.

Go back 6 spaces.



Your car seats haven't been put in correctly the night before.

Go back 3 spaces.



You need to clean bird poo from your windscreen.

Go back 2 spaces.



Your windscreen is frozen and needs de-icing.

Go back 3 spaces.



You get caught behind rubbish collectors.

Go back 3 spaces.



# Walking cards

Your friends mum picks you up early, you walk together.

Go forward 2 spaces.



You have a race with your sister and run most of the way. Go forward 2 spaces.



It's a beautiful sunny day, so you have a spring in your step!

Go forward 2 spaces.



It's non uniform day today. You have new trainers and run to test them out.

Go forward 3 spaces.



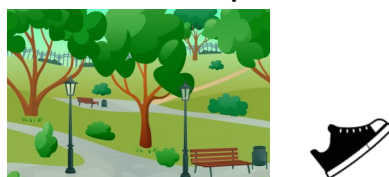
You see a friend ahead and run to catch up with them.

Go forward 2 spaces.



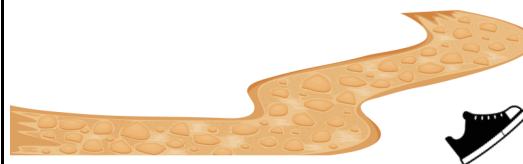
You take a shortcut through the park.

Go forward 3 spaces.



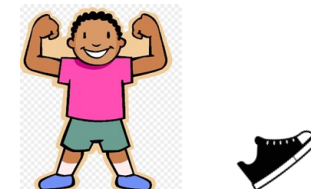
You find a new pathway which is quicker.

Go forward 3 spaces.



You are getting fitter, so your pace is getting quicker.

Go forward 3 spaces.



You step in dog poo.

Go back 2 spaces.



You stop to say hello to a cat.

Go back 1 space.



You go to the local shop and have a chat with the shopkeeper.

Go back 1 space.



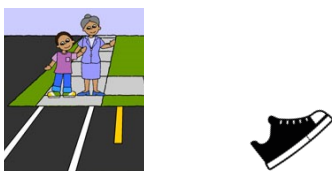
You forget your wellies and it starts to rain. Go home to get them.

Go back 2 spaces.



The roads are clear and easy to cross.

Go forward 2 spaces.



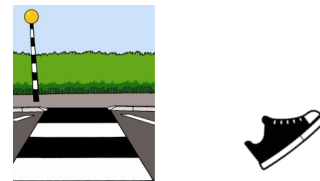
The crossing patrol helps you cross quickly.

Go forward 2 spaces.



There is a new crossing so you cross quicker.

Go forward 2 spaces.



The Green man is on at the crossing.

Go forward 2 spaces.

