

Active Travel Game Instructions

For 2 players

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

You need to have: a driver and walker 'allocation card', minute counters cut out, 16 'driver cards' and 16 'walker cards'.

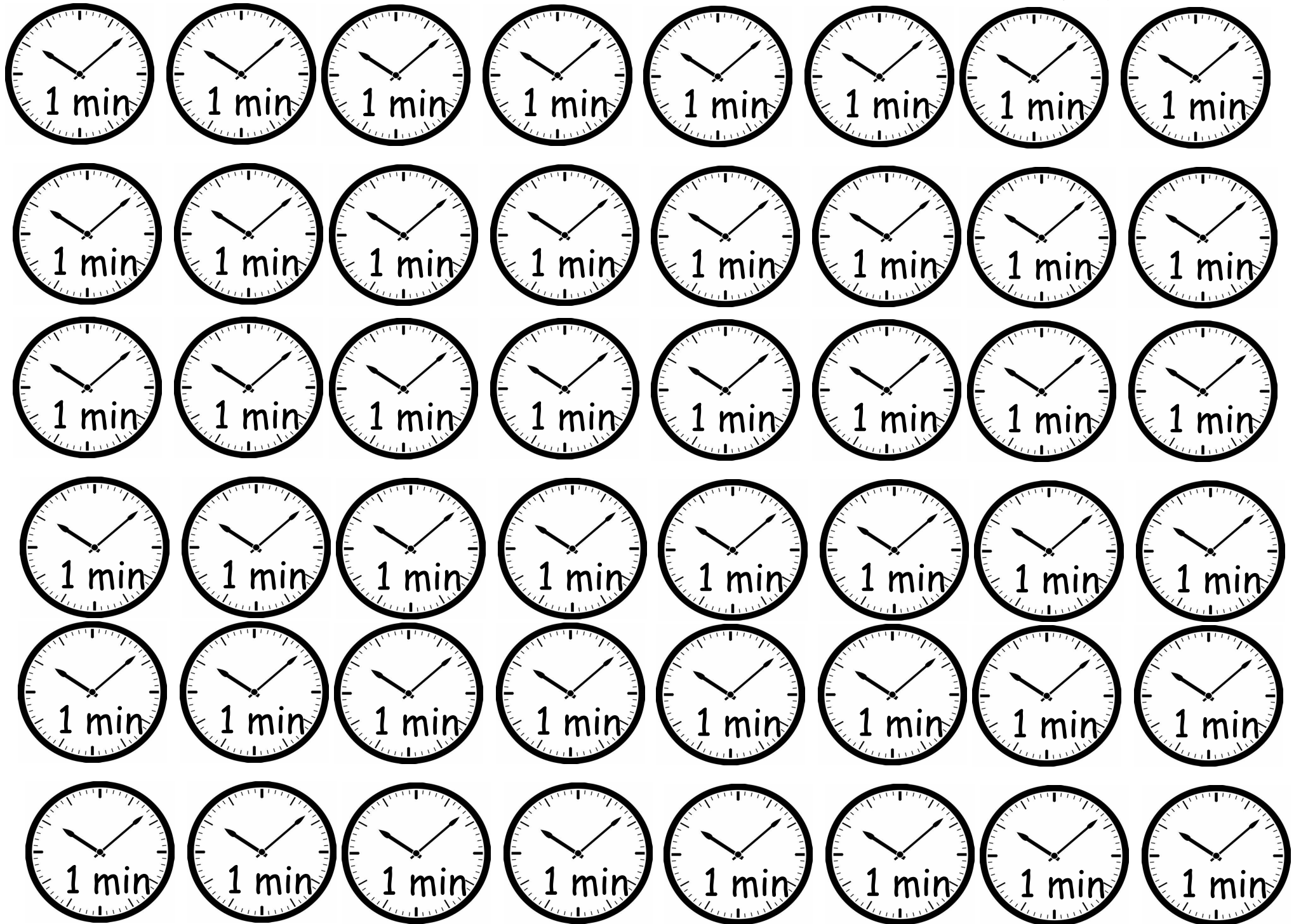
Before you start the game, decide who will be a walker and who will be in a car by turning over the allocation cards at random. Lay out the 'walker cards' face down in front of the walker player, 'driver cards' face down in front of the driver player. Give each player 10 'minute counters' and leave some in the middle.

Players take turns to turn over one of their 'driver cards' or 'walker cards' and either take minutes away from their ten or add more. Whoever has less minutes after turning 5 cards is the winner.

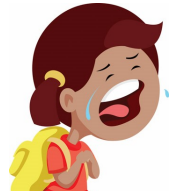

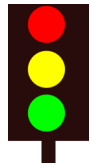































Allocation cards

Minute counters



Driving cards

<p>Your little sister refuses to get in her car seat. Add 2 minutes</p>  	<p>The traffic lights are green. Take away 1 minute</p>  	<p>You can't remember where the car is parked. Add 2 minutes</p>  	<p>You can't find the car keys. Add 2 minutes</p>  
<p>You get caught behind a delivery van. Add 3 minutes</p>  	<p>You get caught in a traffic jam. Add 3 minutes</p>  	<p>You find a parking space right outside school. Take away 1 minute</p>  	<p>You can't find a parking space near the school. Add 3 minutes</p>  
<p>You keep making mistakes parking the car. Add 2 minutes</p>  	<p>There are roadworks on your normal route. Add 2 minutes</p>  	<p>Your car needs petrol. Add 3 minutes</p>  	<p>Your car has to go to the garage. Add 6 minutes</p>  
<p>Your car seats haven't been put in correctly the night before. Add 3 minutes</p>  	<p>You need to clean bird poo from your windscreen. Add 1 minute</p>  	<p>Your windscreen is frozen and needs de-icing. Add 2 minutes</p>  	<p>You get caught behind rubbish collectors. Add 2 minutes</p>  

Walking cards

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

Take away 1 minute



You have a race with your sister and run most of the way. Take away 1 minute



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

Take away 2 minutes



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

Take away 1 minute



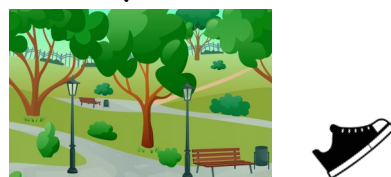
You see a friend ahead and run to catch up with them.

Take away 1 minute



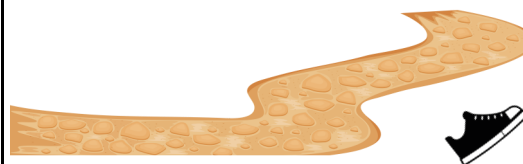
You take a shortcut through the park.

Take away 2 minutes



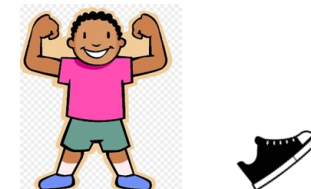
You find a new pathway which is quicker.

Take away 2 minute



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

Take away 2 minutes



You step in dog poo.

Add 2 minutes



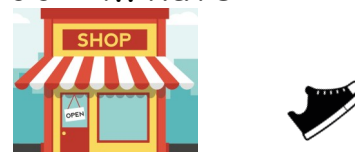
You stop to say hello to a cat.

Add 1 minute



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

Add 1 minute



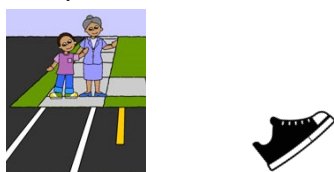
You forget your wellies and it starts to rain. Go home to get them.

Add 2 minutes



The roads are clear and easy to cross.

Take away 2 minutes



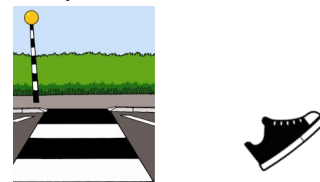
The crossing patrol helps you cross quickly.

Take away 1 minute



There is a new crossing so you cross quicker.

Take away 1 minute



The Green man is on at the crossing.

Take away 1 minute

