

Topic

What is your game about?
This can be anything :)

This game is about building relationships with my class mates by getting to know what they like and don't like and having some fun

How to play

What do you do in your game?

- *Role the dice to move your character*
- *When you land on a square pick up a card of that color*
- *Red/ Whero cards: Ask someone about themselves*
- *Green/ Kākāriki Cards: Tell someone else about yourself*
- *Blue/ Kikorangi cards: Do the action*
- *Game is for 2-5 players*

Rules

What rules must players follow in your game?

- *There are no double 6 dice roles*
- *If someone doesn't want to answer a question they can swap for an action*
- *Keep playing until all players have finished*
- *If you run out of cards restart the pile*

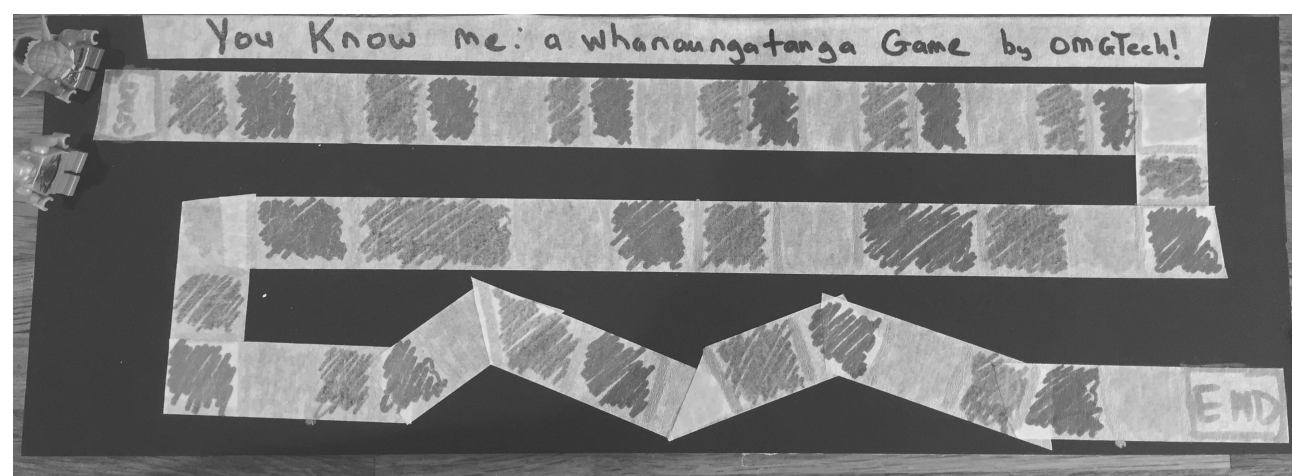
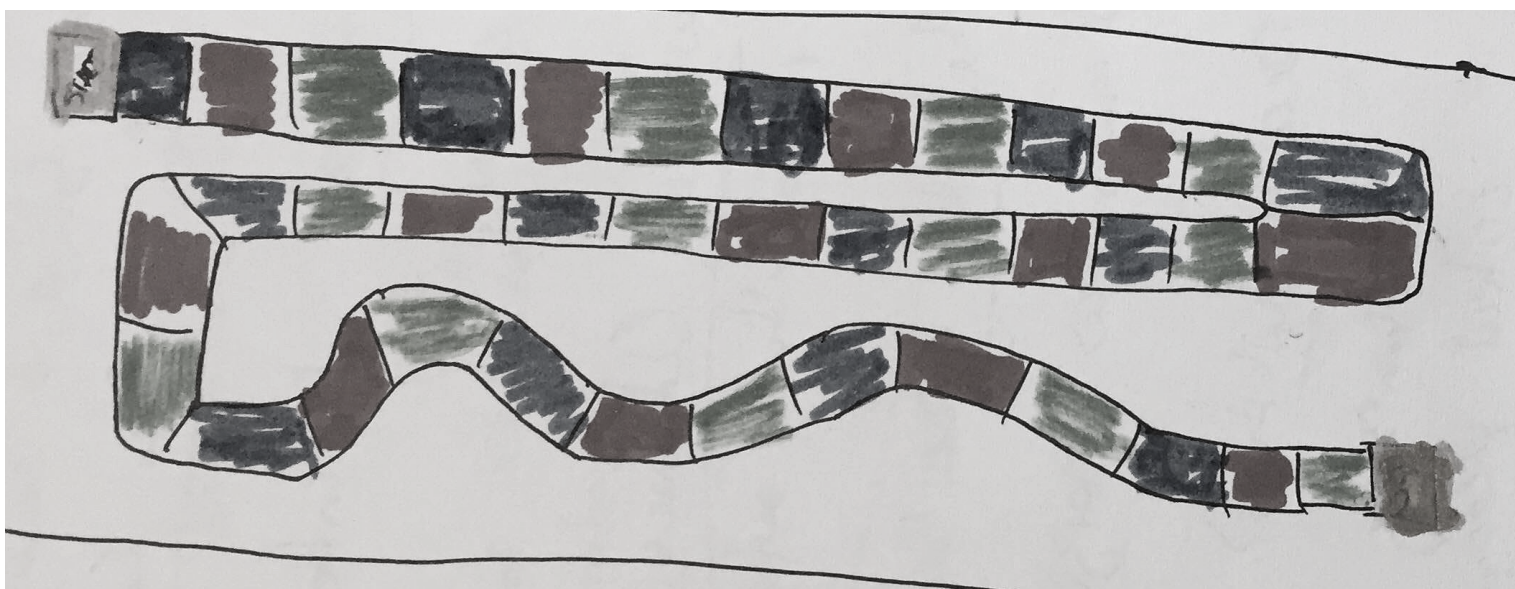
Values

Values, morals, or ethics at the heart of your game

This game is based on Whanaungatanga

Layout

Draw how people will play your game or what the game board looks like



Assets

What physical things do you need to play your game?



Red/ Whero Cards and Green/ Kākāriki Cards : When is your birthday; favorite color; do you have brothers or sisters; favorite band; favorite ice cream flavor; favorite subject at school; favorite animal; least favorite food; favorite food; favorite movie; least favorite movie;

Blue/ Kikorangi Cards: Hi five someone; do a funny dance; make someone smile; make an animal sound; do 5 star jumps; touch your funny bone; tell a joke; sing happy birthday; run to the door and back; swap seats; compliment someone



Game pieces for 5



1 Dice

Purpose

What do you want players to think/ feel/ experience when they play your game? What do you want them to do as a result?

At the end of the game I want everyone to feel like they are friendly with the other players and are feeling more comfortable with the people in their new class.

I want them to say hi to someone they just met