



THE TIME BOMB GAME

see a stop sign
(2 tokens)

use a sidewalk
(1 token)

Janken
Winner takes one token from loser(s)

see broken street lights
(1 token)

Turn around and roll again



Janken
Winner takes one token from loser(s)

How often do you.....?

see a zebra crossing
(1 token)

see a bus stop
(2 tokens)

see a street sign
(1 token)

Roll a dice
1-3-5 you get a token
2-4-6 you lose a token

see a wide street
(2 tokens)

100%	I always
80%	I often
50%	I sometimes
10%	I rarely
0%	I never



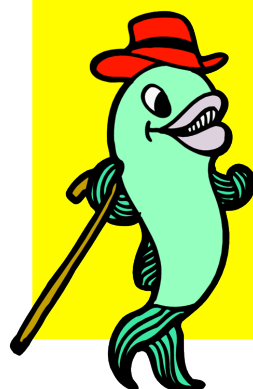
I always.....
I often.....
I sometimes.....
I rarely.....
I never.....



P3

see an old apartment block
(1 token)

Start here
Turn around and roll again



see a pink house
(1 token)

Roll a dice
1-3-5 you get a token
2-4-6 you lose a token

use a vending machine
(1 token)

Janken
Winner takes one token from loser(s)



THE TIME BOMB GAME

Objective

To collect more tokens than any other player in the predetermined set time.

Instructions

Determine how long the playing time is going to be and set an egg timer to that time. Make a point of showing the students the egg timer so they understand that the game finishes when the 'Time Bomb' goes off.

Have each player choose a playing marker and have them place it on the 'Start here' square.

Have the first player roll the dice and move their marker the designated amount of spaces along the board, then answer the question or perform the challenge. Remember to hand out or loan a token to the player if necessary.

Play for the duration of the time by following the basic instructions on the game board and asking and answering the questions. Note: A bag of tokens and a dice are required to play this game. Note 2: Janken refers to the rock, paper, scissors game.