

Instructions for Playing the Health and Safety Game

Each person needs a stone or something that they can use to move around the gameboard. The gameboard is set out to resemble a village. The green and brown cards are placed upside down in two piles beside the board during play.

To start the game, each player places their stone on the house at the top of the gameboard. Each player then takes turns spinning the spinner. Whatever number the spinner stops at is the number of spaces they are to move their stone following the direction of the arrow at the right hand side of the house.

The aim of the game is to be the first to return to the house having travelled around the board. Along the way players learn about different health and safety issues and the correct ways to deal with them in contrast to what may currently be their practice.

If the player's stone lands at a bridge, they can cross the river to the other side and hence advance closer to home.

If they land on a landslide, they must move their stone down the slide which will move them further back in the game.

If the stone lands on a green space, they must take a green card and read it then move their stone forward the number of spaces indicated on the card. And place the card at the bottom of the pack.

If the stone lands on a brown space, they must take a brown card, read it then move their stone back the number of spaces indicated on the card. And place the card at the bottom of the pack.

Whoever makes it back to the house first is the winner.