May 16th to 20th 2022 National Week of Agriculture in School



GAME OF THE GOOSE

TARGET AUDIENCE

5th grade to 6th grade

GOALS

- Test the student's knowledge acquisition on the topic
- Boost absorption of new vocabulary related to agriculture

MATERIALS

- Game board
- Two dices with 6 sides
- Colored pawns (one for each player/team)

PROCEDURE

- Divide the class into different gaming tables or teams until there are six pawns in game.
- Then, roll the dice to decide the first player to play: the one with the highest number gets to start the game. In case two players tie, the roll dicing must continue until there is a winner. After the first play, the game order will be clockwise.
- At their respective turn, each player must roll the dice and advance his/her pawn the corresponding number of spaces. In case the player falls in a special house, s/he must follow the instructions given.
- The player who first reaches square number 63 wins the game. The precise number combination must be achieved to get to land on square 63. In case the number on the dice is greater than the necessary, the player must move back the remaining number of spaces on the dice.
- Landing on a house with a farm allows the player to roll the dice again. If the player is on a new special house, s/he must follow the instructions given.
- Paws can overtake other paws. However, in case a pawn lands on a square occupied by another pawn, the second one will be moved to where the first pawn started that turn. Example: Player A has his pawn on square 20 and rolls a 4. S/he must move his pawn to square 24. In case square 24 has player B's pawn, player B's pawn must move back to square 20. Player A's pawn stays on square 24.











GAME OF THE GOOSE

Special houses	
5 - Farm	
6 – Bridge: Go to house 12	
9 - Farm	
14 - Farm	
18 - Farm	
19 – Frost: You lose your turn	
23 - Farm	
27 - Farm	
31 – Plague of locusts: You lose your	
turn	
32 - Farm	
36 - Farm	
41 - Farm	
42 – Tractor malfunctioning: Go back to	
house 30	
45 - Farm	
50 - Farm	
52 – Missing seeds: You lose your	
turn	
54 - Farm	

- 58 Drought: Start again from house 1
- 59 Farm
- 63 Large farm



