

Me & my BFF - Staying safe online

GAME SETUP

- Place the four colored magnets: @Home, @School, @Library and Hanging with Friends in the zones that correspond with their same colors.
- Place the purple cards in the @Home zone.
- Place the yellow cards in the @School zone.
- Place the red cards in the @Library zone.
- Place the green cards in the Hanging with Friends zone.
- Locate the eight game pieces and one die.

GOAL - Leave home and safely navigate through the four online zones by correctly answering questions about online safety with your BFF. The first team to return home wins.

RULES of PLAY

1. The minimum number of players is four players – 2 teams of 2. The maximum number of players is eight players - 4 teams of 2.
2. Each team should pick a pair of game pieces in the same color.
3. Decide which team goes first by having one team member from each team roll the die. The highest roll goes first and then play continues in a clockwise direction with the next team seated to the left of the team that rolled first.
4. One member will roll the die and both players from that team will advance their game piece along the board according to the number on the die.
5. Play begins at the southwest edge of the @Home zone on the first set of blue flowers on that edge.
6. If the team lands on blue flowers- “Blue, give its due” – the team member that rolled the die will take a card from the zone the flower touches. This team member will ask their BFF the question on the card. If their BFF answers the question correctly, that is the end of their turn. Members of the other teams are free to see the answer on the card to assure consensus on the correctness of the answer. If the answer is not correct, then the other teams will take their turns and when it is this team’s turn again, the player that did not roll the die the last turn will pick a card from the deck and ask the question. Players cannot roll again until they answer a question correctly.

7. If the team lands on orange flowers- “Wild flowers” – the team member that rolled the die can take a card from any deck. This team member will ask their BFF the question on the card. If their BFF answers the question correctly, that is the end of their turn. Members of the other teams are free to see the answer on the card to assure consensus on the correctness of the answer. If the answer is not correct, then the other teams will take their turns and when it is this team’s turn again, the player that did not roll the die the last turn will pick a card from the deck and ask the question. Players cannot roll again until they answer a question correctly.
8. If the team lands on red flowers- “Red, skip ahead” – the team automatically moves ahead to the next set of red flowers. The team member that rolled the die will take a card from the zone the flower touches. This team member will ask their BFF the question on the card. If their BFF answers the question correctly, that is the end of their turn. Members of the other teams are free to see the answer on the card to assure consensus on the correctness of the answer. If the answer is not correct, then the other teams will take their turns and when it is this team’s turn again, the player that did not roll the die the last turn will pick a card from the deck and ask the question. Players cannot roll again until they answer a question correctly.
9. If the team lands on flowers that intersect two zones, the team is free to choose a card from either of the two overlapping zones.
10. The first team to successfully navigate through the zones and return home is the winning team.