



## Citizenship Game Rules

### When should I use the citizenship board game with my learners?

This game should be played after learners have mastered at least 20 questions from the 100 history and government questions. Use this as a way to provide fun, follow-up practice.



### Preparation:

- Use the citizenship game board (print out in color).
- Provide some type of game token for each player. This can be a monopoly or checker game piece, a small piece of colored paper or their initial or a number written on a scrap of paper.
- You will need dice to decide who goes first and how many squares a player moves forward.

### Rules:

- Players put their tokens on start.
- A die is rolled to determine who goes first. The teacher asks a student a question from the 100 questions or the Yes/No questions.
- Players move forward after answering a question correctly. The first person to reach the finish line wins.
- Play can continue to see who comes in second and third.

**Note:** pictures on the game board are decorative only.

**Easy game:** roll one die to determine how many squares a player moves forward.

**Challenging game:** learners move forward just one space each time they answer a question (no dice are used). This type of play will take longer. Players reach the finish line after 18 moves.

### How do I use this game with multi-level learners?

Have students choose and circle up to 20 or more questions from the 100 Question worksheet for you to ask questions from. If you are using the MLC citizenship question sheets that are divided up by content areas (Revolutionary War, Civil War, Later History, etc) have the student choose which worksheets they want to be quizzed on. They can hold their question sheet until it's their turn, then give it to you to choose a question from.