

The food route game

For 2-4 players.

You will need a die.



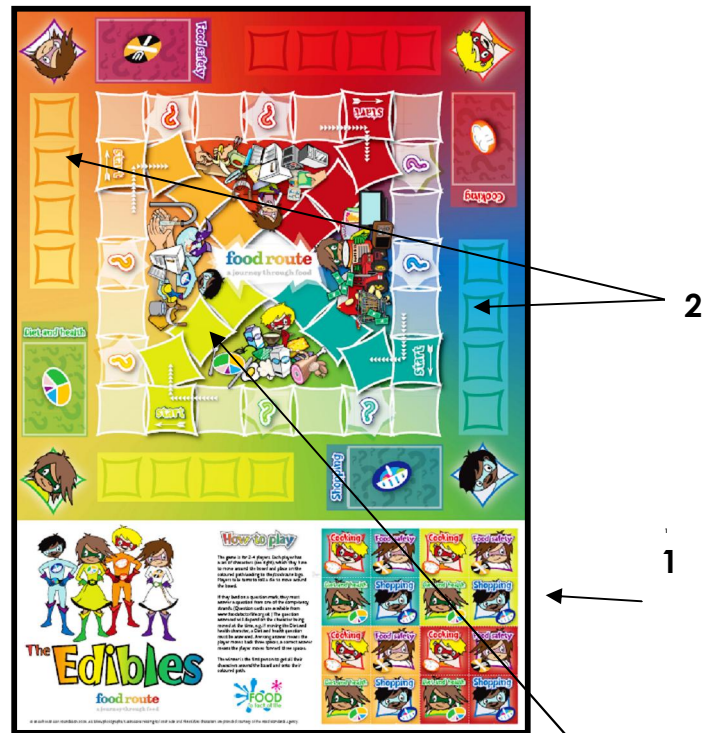
Before you play:

- Download the questions for the age group who will be playing. You can choose *up to 7-9 years* or *up to 11-12 years* (available from www.foodafactoflife.org.uk). There is a sheet of questions for each of the following four categories – *Diet and health*, *Shopping*, *Cooking* and *Food safety*. Cut the questions into separate cards.
- Cut out the four characters for each player. These can be found at the bottom of the board (1).

Each player should set out their characters in the start positions (2). To decide who goes first, players should take turns rolling the die until a six is thrown. The player who has rolled the six should go first, followed by the other players, in a clockwise direction. Players take turns to roll the die, select one of their characters and, beginning on the start square nearest them, move along the number of places shown on the die, clockwise.

If a player lands on a square with a question mark, they must answer a question. This should be read by another player or a designated 'question master' as the answers are also on the cards.

The question card must correspond with the character the player is currently moving, e.g. if the *Diet and health* character is being played, the question should come from the *Diet and health* cards. If the player answers the question correctly, they can move forward three spaces. If they answer incorrectly, they must move back three spaces.



When the player has completed a circuit of the board and reaches their start position, they should place their character on one of the darker squares leading to the *food route* logo (3). On their next turn, they should select another character and begin a new circuit around

the board. The winner is the first person to get all their characters around the board and onto the darker squares.

Top tips:

- You could laminate the question cards for durability.
- Instead of cutting out the questions, you could laminate the question sheets. You will need a question master who could then read a question from the sheet and tick it with a wipable pen. At the end of the game the questions can be wiped ready to use next time.
- You may wish to make up some of your own rules.
- The question cards have coloured borders to indicate the category to which they belong. If it is not possible to print the cards in colour, you could mark each card with a coloured dot.