

Topics: Health, Statistics

Materials List

- ✓ Matte board,
- ✓ 12 Path stickers
- ✓ 12-sided die
- ✓ 20-sided dice (1 per player is ideal)
- ✓ Lightning bolt, star, or other stickers
- ✓ 1 Game piece
- ✓ 50 Game tokens/player
- ✓ Permanent marker

This activity can be used to support the teaching of: Common Core Math:

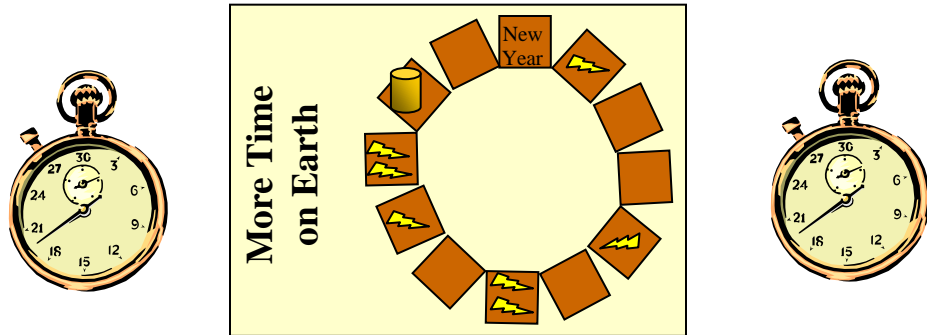
- Statistics, Probability, Data & Models (Grade 6, Statistics and Probability, 1; Grade 7, Statistics and Probability, 3, 5, 7)

Next Generation Science:

- Body systems (Middle School, Life Science 1-3)
- Environmental & genetic factors influence growth (Middle School, Life Science 1-5)
- Changes to physical or biological components of ecosystem affect populations (Middle School, Life Science 2-4)

More Time on Earth

Making Healthy Choices Will Increase your Odds



While nothing in the game of life is guaranteed, making good choices, like not smoking, can make big differences. **More Time on Earth** shows players how not smoking will increase their chances of living longer.

Assembly

1. Use path stickers and matte board to create a circular game path with 12 spaces.
2. Label 1 space "New Year". Note 5 "special" spaces: 3 spaces along the path should have 1 sticker and 2 spaces along the path should have 2 stickers.

Playing the Game (for any number of players, the more the better)

This game simulates the passage of time. Every trip around the board represents 1 year of life. Unlike most board games where every player has their own game piece, **More Time on Earth** uses 1 game piece for everyone to note the passing years.

1. Begin with the "Time" game piece on the "New Year" space. Each player begins the game at age "50".
2. Each player rolls a die. If they roll an even number, they are designated "smokers" for the game; if they roll an odd number, they are designated "non-smokers" for the game.
3. Players take turns rolling the 12-sided die to move the game piece around the board. Each time the game piece lands on or passes the "New Year" space, each player collects a game token representing another year lived.
4. If at any time the game piece lands on a square containing 1 sticker, ALL players roll the 20-sided die to determine if they live or die (see the chart). Each time the game piece lands on a square containing 2 stickers, only the "smokers" roll the 20-sided die to determine if they live or die.
5. Play continues until all players roll a die number that = death.

Age	Numbers rolled = death
50-60	1, 2
61-70	1, 2, 3
71-75	1, 2, 3, 4
76-80	1 - 10

The Content Behind the Activity

On the average, smokers die younger. Studies conclude that smoking increases the risk for many diseases, including lung cancer and heart disease, and decreases life expectancy by about 10 years. Gathering data over several games will show students that non-smokers will have better odds at living longer than smokers.

Web Resources - (Visit www.raft.net/raft-idea?isid=236 for more resources!)