

# Adventures in Standards

## Purpose of Game:

The purpose of the game is to reinforce concepts learned in today's training. The game contains



positive and negative practices, attitudes, and occurrences

that happen during standards development activities. Players receive tokens for the positives and lose tokens for the negatives.

*Note: This is a game of chance, and a player's experience in standards activities has no influence on the outcome.*



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## Rules of Play:

1. The game facilitator specifies the allotted time for play and keeps time.
2. Each player receives a game-piece and 20 tokens.
3. The game facilitator puts a pile of tokens in the center of the game board and players take/add tokens during play.
4. Play begins with the player to the left of the "START" block and proceeds to the left.
5. The player rolls one die and moves the corresponding number of spaces.
6. Players collect or lose tokens depending on board squares and cards drawn.
7. Play continues until the allotted time is reached.
8. The player with the highest number of tokens wins the game.

