



The ideal family board game rules

A community board game that encourages families to plan for their future.

Contents:

1 gameboard



2 small glasses and beads



12 family planning method cards



6 numbered cards



20 question cards



2 sets of family figurines and stand



1 loser card



Goal:

to get to the end of the board with the most beads.

Rules:

Two teams receive a family stand and family figurines. Each team chooses a name for their family. Start by placing the man and woman in the stand. Leave the children figurines to one side. Both teams also receive a glass.

Each team moves its glass on the board square by square, starting from the first one.

If a team runs out of beads on the numbered cards square, they cannot move. On their next turn they draw another numbered card. If they gain beads they can move on, otherwise they need to draw another card on their next turn and repeat until they gain beads.

How to play:

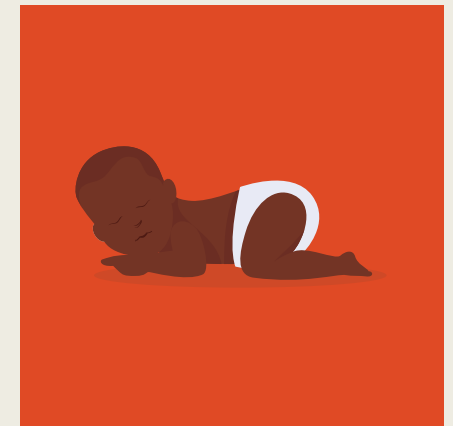
Newlyweds square:

You just got married, receive six beads and place them in your glass.



First baby square:

The birth of your first baby after marriage. Remove one bead from your glass to pay for expenses associated with the birth of a baby. Place a child figurine in your family stand.

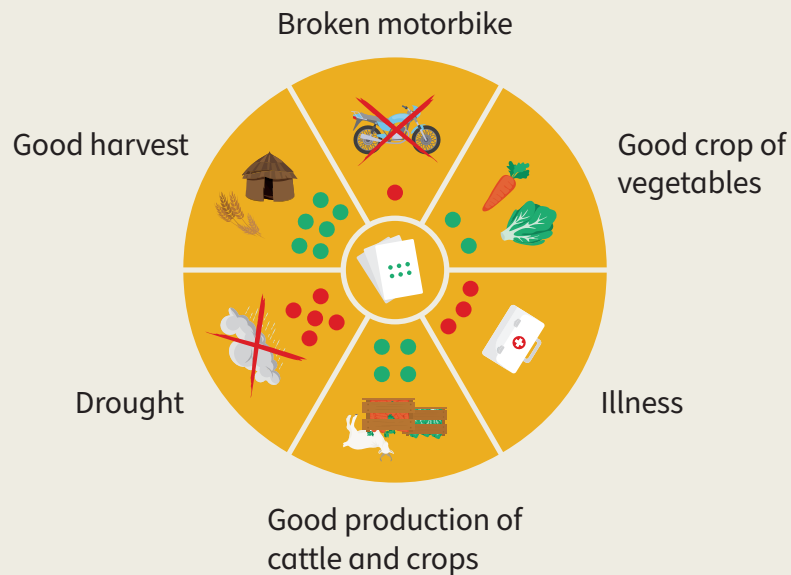


Numbered cards square:

Each team selects a faced-down numbered card and add or remove the number of beads depending on the corresponding number on the Wheel of Chance. A green number means you will receive the equivalent number of beads. A red number means you will lose the equivalent number of beads.



Wheel of Chance:



Healthcare centre square:

A visit to a family planning healthcare centre. Describe the scene.



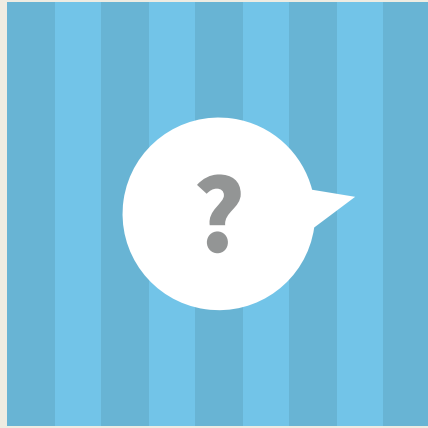
Man and woman circle:

Role play: One team takes the role of the wife and the other team takes the role of the husband. The wife needs to convince the husband to use family planning methods. At the end of the discussion both teams get a bead. Each team can decide if they want to take a family planning method. If so, they receive a method card.



Question square:

Each team select a faced-down question card and the facilitator reads it out aloud. Answer it as a team and feel free to ask anybody watching the game for their opinion. Receive a bead if you answer the question correctly (the answer is written on the card).



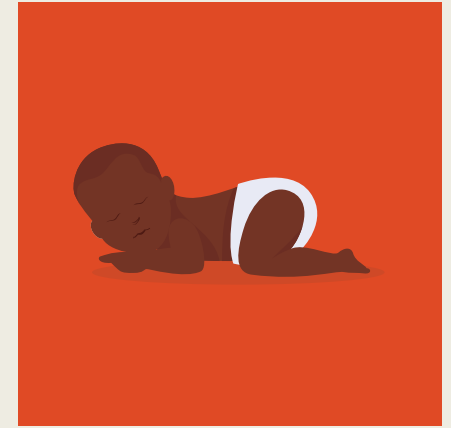
Healthcare centre circle:

A chance to take or remove a family planning method card.



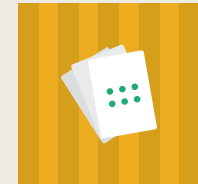
Baby square:

If you have a method card you can choose whether to have a new baby or not. If you decide to have another baby, add a child figurine to your family stand and remove one bead from your glass to pay for expenses associated with the birth. If you haven't got a method card, you have to have the baby.



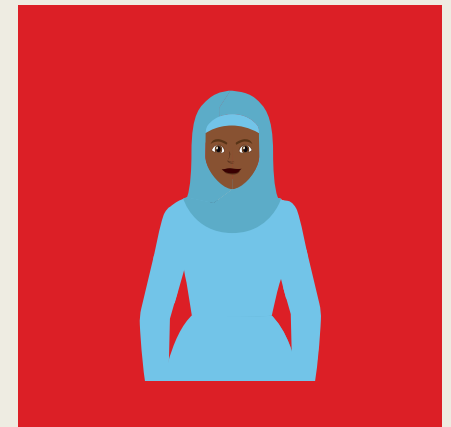
Numbered cards square:

(repeat instructions given above).



New wife square:

Choice to have another wife. If you decide to add another wife to the family, add a woman figurine to your family stand and remove two beads from your glass to pay for expenses associated with the wedding.



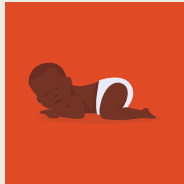
Healthcare centre circle:

You have the chance to take or remove a family planning method card. A reminder that if you have two wives at this point, but only one method card, the second wife is not protected by a contraceptive method. This means you will have to have a baby when you get to the next baby square.



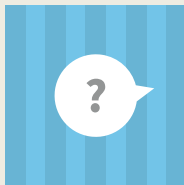
Baby square:

(repeat instructions given above).



Question square:

(repeat instructions given above).



Mother and son circle:

Role play: One team takes the role of the mother and the other team takes the role of the son. The mother needs to convince her son to use a family planning method with her wife. At the end of the discussion both teams get a bead.



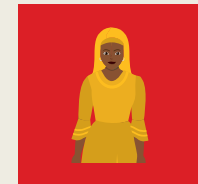
Numbered cards square:

(repeat instructions given above).



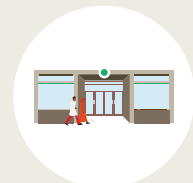
New wife square:

(repeat instructions given above).



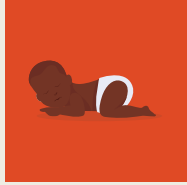
Healthcare centre circle:

(repeat instructions given above).



Baby square:

(repeat instructions given above).

**Numbered cards square:**

(repeat instructions given above).

**School square:**

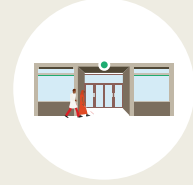
Choice to send your children to school. Remove two beads for each child you send to school to pay for expenses.

**Numbered cards square:**

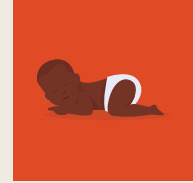
(repeat instructions given above).

**Healthcare centre circle:**

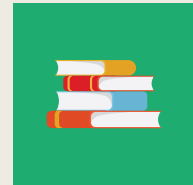
(repeat instructions given above).

**Baby square:**

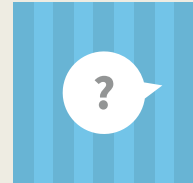
(repeat instructions given above).

**School square:**

(repeat instructions given above).

**Question square:**

(repeat instructions given above).



End of the game:

The team with less beads receives the loser card. Discuss your journey and what you learned.



At the end of the game, explain that it is possible to get more information on family planning by visiting the local green dot health centre or by calling MSION's contact centre for free on 22252.



The decision
is mine.

