



# Centenary education

## Board game

Middle/upper primary

### About the game

The 'Centenary education board game' has been produced by Australia Post to mark the centenary of WWI. The game is based on information about the 16th Battalion (a highly decorated battalion of the Allied Forces) found on [www.centenaryeducation.com.au](http://www.centenaryeducation.com.au). An interactive version of this board game is also available on the website.

### What you will need

- 2-4 players
- Printed copy of the board game
- 1 counter per player (each player will need a different colour counter)
- 6-sided die
- Statement and question cards (cut out and folded)

### How to play

#### Beginning a game

Place the statement and question cards face down in two separate piles.

Determine the number of players (2, 3 or 4).

Determine which colour counter you will be using (each player should have a different colour) and place your counters on 'Start'.

Decide who will go first by each rolling a die. Player 1 will be the person who rolls the highest number, player 2 will be the person who rolls the second highest number, and so on. In the event that two players roll the same number, roll the die again. Make sure you remember your order.

#### Playing the game

Roll the die and move your counter the correct number of spaces (including square 1 in your count). Once you have finished your turn, player 2 is next and so on.

Throughout the game you may land on squares that have statements **i** or true/false questions **?** about the 16th Battalion.



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If you land on a square with a statement **i** another player selects a card from the statement pile and reads it aloud. Depending on the statement, you will either move forward or back one space, then the card should be placed at the bottom of the pile.

If you land on a square with a true/false question **?**, another player selects a question card and reads it aloud. You must answer true or false and the other player tells you if you are correct (the answer is written on the card). If you answer correctly, you can move forward two spaces, but if you get the answer wrong, you must move back two spaces. The card should then be placed at the bottom of the question pile.

The winner of the game is the first player to arrive at the 'Finish' (square 57).

