



Printables for “School Day”

KNPIG ID # T 5520.2 – BLUE






This file contains printables for a small group of students.

For each additional group of students print one new game board.

- 1 - Level 2 "School Day" Game Board

The teacher note for this activity can be found on the activity lesson plan.

Created by Jordan Rhude & Emily Westerling, 2015

<p>Payday! Collect 3 bundles.</p> 	<p>Wasn't prepared for class. Pay 15 sticks.</p>	<p>Walking quietly in the hallway. Collect 1 bundle.</p>	<p>Borrowed a piece of paper. Pay 3 sticks.</p>	<p>Chance</p> 	<p>Class earned compliment in the cafeteria. Collect 2 bundles.</p>	<p>Didn't do homework. Pay 11 sticks.</p>	<p>Scored 100% on a spelling test! Collect 17 sticks.</p>					
<p>Talking in the hallway. Pay 1 bundle.</p>	<div style="text-align: center;"> <p>T 5520.2</p> <h1>School Day!</h1>  <h2>A day in the life of a student!</h2> <div style="border: 1px solid black; padding: 10px; margin: 10px auto; width: 80%;"> <p style="text-align: center;"><u>Chance: Roll the die</u></p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;">1. You lost your bundles/sticks in the bathroom.</td> <td style="width: 50%; border: none;">4. Trade places with another player.</td> </tr> <tr> <td style="border: none;">2. Collect an extra pay day.</td> <td style="border: none;">5. You lose your next turn.</td> </tr> <tr> <td style="border: none;">3. Trade your bank with another player.</td> <td style="border: none;">6. Take an extra turn.</td> </tr> </table> </div> </div>					1. You lost your bundles/sticks in the bathroom.	4. Trade places with another player.	2. Collect an extra pay day.	5. You lose your next turn.	3. Trade your bank with another player.	6. Take an extra turn.	<p>Overdue library book. Pay 12 sticks.</p>
1. You lost your bundles/sticks in the bathroom.						4. Trade places with another player.						
2. Collect an extra pay day.						5. You lose your next turn.						
3. Trade your bank with another player.						6. Take an extra turn.						
<p>Brought the teacher a present. Collect 12 sticks.</p>						<p>Chance</p> 						
<p>Helped a classmate. Collect 10 sticks.</p>	<p>Had perfect attendance for the week. Collect 19 sticks.</p>											
<p>Late for school. Pay 16 sticks.</p>	<p>Field Trip. Pay 5 sticks.</p>											
<p>Scored 100% on a math test! Collect 2 bundles.</p>	<p>It's your birthday! Collect 3 bundles.</p>	<p>Chance</p> 	<p>Didn't write in journal. Pay 16 sticks.</p>	<p>Didn't wear proper shoes to PE. Pay 11 sticks.</p>	<p>Student of the month. Collect 2 bundles.</p>	<p>Turned in all your homework for the month. Collect 11 sticks.</p>	<p>Turned in all homework! Collect 2 bundles.</p>					