



Printables for “School Day”

KNPIG ID # T 5520.3 – GREEN



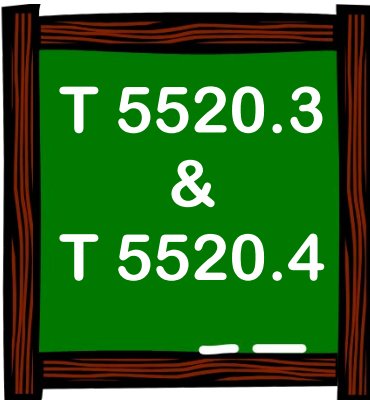


This file contains printables for a small group of students.

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

- 1 - Level 3 & 4 "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 4 dimes.</p> 	<p>Didn't do homework. Pay 13 pennies</p>	<p>Student of the month. Collect 4 dimes.</p>	<p>Borrowed a piece of paper. Pay 11 pennies.</p>	<p>Chance</p> 	<p>Wasn't prepared for class. Pay 12 pennies.</p>	<p>Class earned compliment in the cafeteria. Collect 2 dimes.</p>	<p>Scored 100% on a math test! Collect 3 dimes.</p>						
<p>Overdue library book. Pay 18 pennies.</p>	<div style="text-align: center;"> <h1>School Day!</h1>  <h2>A day in the life of a student!</h2> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;"><u>Chance: Roll the die</u></p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 2px;">1. You lost your money in the bathroom.</td> <td style="width: 50%; padding: 2px;">4. Trade places with another player.</td> </tr> <tr> <td style="padding: 2px;">2. Collect an extra pay day.</td> <td style="padding: 2px;">5. You lose your next turn.</td> </tr> <tr> <td style="padding: 2px;">3. Trade your bank with another player.</td> <td style="padding: 2px;">6. Take an extra turn.</td> </tr> </table> </div> </div>						1. You lost your money 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>Late for school. Pay 10 pennies.</p>
1. You lost your money 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>Field Trip. Pay 8 pennies.</p>							<p>Chance</p> 						
<p>Had perfect attendance for the week. Collect 13 pennies.</p>	<p>Brought the teacher a present. Collect 12 pennies.</p>												
<p>Helped a classmate. Collect 3 dimes.</p>	<p>Talking in the hallway. Pay 2 dimes.</p>												
<p>Turned in all homework! Collect 2 dimes.</p>	<p>It's your birthday! Collect 5 dimes.</p>	<p>Chance</p> 	<p>Didn't write in journal. Pay 18 pennies.</p>	<p>Turned in all homework for the month. Collect 15 pennies.</p>	<p>Walking quietly in the hallway. Collect 2 dimes.</p>	<p>Didn't wear proper shoes to PE. Pay 14 pennies.</p>	<p>Scored 100% on a spelling test! Collect 19 pennies.</p>						