

Let's play Paths and Particulates!

How to play: You will need one 6 sided dice and a counter for each player. First get into groups of 2-6 players. Roll the dice to see who goes first, then take it in turns clockwise around the group. Everybody's counter starts at the start. Take it in turns to roll the dice and move along the path to school. If you land on a square with writing just follow the instructions. The first person to get to school is the winner!

START

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2

3 You have pledged to help reduce Peril Particulate's pollution. Roll again!

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6 You couldn't see the pollution but it was there. Go back four spaces.

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12 Aaagh! Too much Nasty NOx in the air. Go back to the start!

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18 You listened to Daisy Driveless and walked to school today. Take this handy short cut away from the roads.

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23 You learned that driving less reduces air pollution. Roll again!

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27 You helped Will U. Walkmore bust the pollution today. Move forward 4 spaces.

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33 You thought about how you and your friends travel. Roll again!

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37 The air pollution busters didn't get enough help today. Go back to space 26 and give them a hand.

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43 You cycled to school and helped the air pollution busters team. Move forward 3 spaces.

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49 Peril Particulate's diesel exhaust fumes polluted the air. Miss a go.

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FINISH!
Well done!

YOUR SCHOOL

Sheffield
City Council

