Distracted Drivers Board Game

DIRECTIONS:

You are part of a team of game designers that has been approached by FunTime Games, Inc. They would like for your group to design a teen driver education board game that teaches teenagers and preteens (ages 12-15) about the dangers of driving while distracted. Use the criteria below to create an original board game or interactive computer game if the technology is available.

REQUIREMENTS:

- You must have a way for players to advance their pieces (e.g., dice, spinner, drawing cards, etc.)
- You must determine how a player wins the game (e.g., accumulation of points, reaching a specific spot on the board first, etc.)
- Your game must introduce good driving decisions and reward players for driver safety (e.g., players could draw a card that says, "Driving conditions are poor due to rain. You decide to reduce your speed. Advance 2 spaces.")
- Your game must introduce poor driver safety and penalize players for it (e.g., players could draw a card that says, "You can't find your glasses but decide to drive anyway. Lose a turn.")

SUGGESTIONS:

- Begin by brainstorming a list of topics around teen driver education, specifically good and poor decisions that affect driver safety.
- Determine the set-up for your game. How do players advance? How are they introduced to good and poor driving decisions around driver safety?
- Write out the directions for your game.
- Create your board/playing area.
- Create your player pieces.
- Decide on a name for your game.
- Play a round of your game to determine if it "works" and then revise or modify it to fix any problems you encounter.

NOTE TO EDUCATOR: When students are done, have them trade games with other teams/classmates in order to play one another's games.

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SOURCES FOR STUDENT RESEARCH:

- U.S. Department of Transportation
- Official U.S. Government Website for Distracted Driving
- Put It Down Campaign
- Distracted Driving among Newly Licensed Teen Drivers
- 2017 Traffic Safety Culture Index