Questions/Answers Examples

These are some examples of “Question/Answer” pairs made up by our students. They should participate in all stages of the game creation. Short questions and answers do facilitate the games construction and playability.

|  |  |
| --- | --- |
| Questions | Answers |
| How’s the cyberbully profile? | Insecure, immature, empowered with other people’s suffering. |
| Who’s a possible victim of Cyberbullying? | All of us; children, teenagers and adults. |
| What are the consequences of Cyberbullying? | Low self-esteem, low grading, skipping school, stress, anxiety, depression, suicide. |
| What should we do when we are the victim, or we know them? | Always talk to parents or teachers. |
| How may we prevent cyberbullying? | Never post/send private photos or personal data. |
| What is cyberbullying? | Threatening, exposing, insulting someone, mostly anonymously, using the  internet/digital media. |

One must realize that the game works by connecting the right questions and answers, closing the electrical circuit.

If we choose to use reusable stickers to print the questions and answers, the board may be used as different games, even with a totally different thematic.

Teachers of electronics, arts and IT may provide precious help, but the construction challenge is minimal.

One must take care on the choosing of the electrical wire used, it must be thin enough not to be noted (car/motorcycle electrical wiring is quite good). Besides that, always test every circuit before gluing both canvases together.

Resistant, hard to wear materials should be used when building this game board.

**Cyberbullying**

**Instructions**

The **Cyberbullying** gameis a simple interactive board game, with pairs of questions and answers.

The board is reticulated, presenting 12 squares (4 horizontal x 3 vertical) with a black and white pattern. Decide which colour holds the questions and stick to it.

Age: 13 to 16 y.o., but any will do…

Number of simultaneous players: 2

Average time for one game: 5 to 10 minutes

Components

* 2 pieces of rubberized canvas or other resistant material with 125cmx90cm. Each square has 30 cm sides;
* 2 broomsticks or thin pvc pipes (100 to 120 cm in lenght);
* 1 watertight plastic box;
* 1 battery (9/12V);
* Electrical wire (9/12V);
* 12 electrical terminators (eyelets);
* Double-sided heavy-duty tape;
* 1lamp/electrical bell (9/12V);
* 2 electrical alligator clips.

**Board Construction**

1. Place one of the canvases on the floor, draw the chess pattern and paint the appropriate squares.

2. Write/stick the questions and answers pairs.

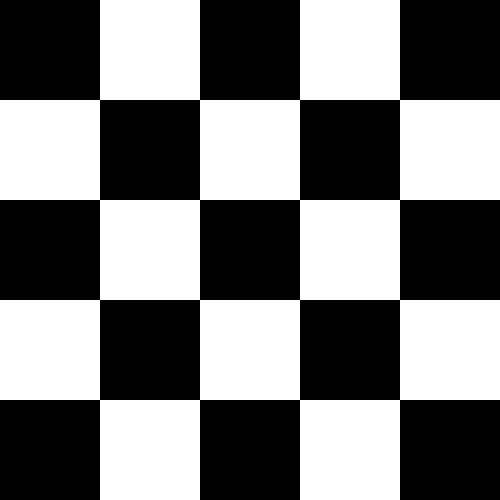
3. Punch a hole in each square, place the metalic eyelets and solder them to the electrical wiring, as in the diagram above, for example.

4. Solder the wiring to metallic tips and glue them to the sticks. Pass the wire along the sticks, leave a meter or two and solder one alligator clip at the point. These must enter the watertight box to connect to the battery, already connected to the lamp/bell.

5. Align both canvases (checkered on top) and glue them using the tape.

**Interactive Board Game**

(construction example)

****

**Cyberbullying – The Game**

**How to Play**

Two players, each one holding one stick (connected by electrical wire to the battery) start to play.

1. The player who makes the first question places the metallic tip of is stick in the eyelet of the chosen square.

2. The second player searches for the correct answer and holds the metallic tip of is stick against the eyelet of the chosen square (answer). If the lamp lights up/the bell rings, the answer is correct.

3. The game continues until all the questions are properly answered.

4. The game may be played by two players or two teams, up to three players each.

**Let your students create new sets of questions/answers, make their own rules and have fun!**