



THE HOMEWORK GAME



When school is out for the afternoon, do your kids come through the door hungry, tired and grouchy? This is the grumpiest, bumpiest time of the day, the "homework hour". Try this great idea to turn the dreaded "homework hour" into quality, family fun time. Your kids will be happy to complete their homework and will be passing their tests with flying colors!!

I don't remember where this idea came from, but I plan to make one for my grandkids for Christmas this year.

THE HOMEWORK GAME

MAKING THE GAME:

Supplies Needed:

- 22- by 14-inch poster board
- Sheets of construction paper
- Glue
- Markers
- 3x5 index cards
- Board decorations (stickers, drawings, glitter etc.)
- Clear Contact Paper
- Game Tokens (buttons, coins, pebbles, Lego figures or any tiny treasure from around the house)

Instructions:

1. Start with a 22- by 14-inch piece of poster board. From sheets of construction paper, cut a long, snakelike path that will fit tidily onto the playing surface; then glue the path down (you could also draw this directly on the board with markers).
2. With a bold-colored marker, divide the path into rectangular sections; then write "oops!" on every fifth space. Label all the other spaces randomly with a number between one and nine. At one end of the path, write "Start Here", and at the other end, "Finish Line".
3. On a by 5-inch index cards, create "oops!" cards, and set aside blanks for the "Question" cards. Glue an extra "oops!" card and a "Questions" card on the board to show where the stacks should go. Decorate the board with stickers, handprints, or drawings, then cover it with clear Con-Tact paper.

OOPS CARD EXAMPLES:

- "You refused to share your chocolate cake when Mom asked for a bite — move back 2 spaces"
- "You left your underwear on the bathroom floor again — lose 3 points."



GAME PREPARATION:

For Exams:

Children scour their course materials and write likely exam questions on the front of index cards and the answers on the back (as you would with flash cards) and bring the cards to the table when ready to play the game.

For Homework:

Complete homework assignments and bring material to the table when ready to play the game.

GAME RULES:

For Exams:

- Each player rolls the dice and moves his token that number of spaces along the path.
- The same player then pulls a card from the "Questions" pile. A correct answer earns the player the number of points written on that square.
- If a player lands on an "oops!" spot, he/she picks up a penalty card and follows the instructions as described on the card.

For Homework:

- Each player rolls the dice and moves his token that number of spaces along the path.
- Player is asked a question from his/her completed homework assignment material. A correct answer earns the player the number of points written on that square.
- If a player lands on an "oops!" spot, he/she picks up a penalty card and follows the instructions as described on the card.

WINNING THE GAME

The player who accumulates the most points wins the game.

POINTS OPTION:

Points may be "cashed in" for money at the end of the game. Player's potential "winnings" depends on total of accumulated points from "oops" cards.

GAME BENEFITS:

- An excellent review for older kids when siblings play together.
- No more arguing with kids to get them to do their homework and study for tests.
- The game is easily customized for any level exam.
- Producing the question cards has inspired the kids to delve into their study materials, instead of just aimlessly skimming them (and that's even before the game begins).
- Parent refresher course if they play!
- Teaches children how to study with flash cards (a skill that will benefit them throughout life)