

Pupil Task Sheet 3

Germ of an Idea Set to Make Millions!

Hands Up
For Hygiene
in Primary School

Activity

Make sure you have read and understood the article – ‘**Germ of an Idea Set to Make Millions**’ in the *Daily Soapbox*.

You are Professor Michael Robe, you have had an idea to make your fortune based on a version of the popular family board game Cluedo®. To avoid being sued by the makers of Cluedo®, you will need design a new board, characters and game cards for your game Fludo!

The aim of your game, Fludo, is to find the character responsible for spreading germs by contact with an object in a particular location.

1. Design your board, this should contain: six school based locations – e.g. changing rooms, cloakroom and squares for the characters to be moved around linked to dice roll.
2. Create six character cards – we’ve provided an example below.
3. Design six common objects associated with spreading of germs by touch e.g. door handle.
4. Play your game.

Use the information below to play your game

Rules:

Clue cards are separated into locations, characters and objects.

One from each category should be chosen at random and placed in an envelope so no-one can see the three cards.

The remaining cards are shuffled and distributed.

The aim of the game is to deduce and bluff so that it should be possible to remain with only one option to guess: the identity of the character, the location in the school and the missing object in the envelope.

Secretly, use a pad to tick off all cards held in your hand, ensuring no other player can see either pad or cards held in hand.

Spread objects and characters around rooms.

Roll dice. Highest number begins.

Move around board as shown by number on dice, trying to reach a room.

Once in a room try to eliminate cards on the checklist. Do this by naming a character, an object and the room in which you are situated. (Move accused object and character into room). Ask person on right and if they have any of those cards, they must reveal only one to the accuser. If that person has none of the cards, ask the person next to the accused. When one card is shown, mark it off the list. Continue until all suspects, objects and locations are eliminated, except for one of each category. It is then time to make an open accusation for the three categories. The person to solve the ‘crime’ is the winner!

Extensions

Rewrite these rules for other people to follow.

