

# **THE GAME OF HAZARDOUS WASTE LIFE**

## **Equipment**

The game consists of the board (on an overhead transparency), one die, 5 playing pieces, "white" and "blue" question lists, "red" hazard descriptions and "green" reward descriptions.

## **Object of the Game**

Each team (of 3-5 players) represents a hazardous waste worker. The worker must demonstrate his/her knowledge about health and safety on the job in order to successfully (without being killed) get off of the work site. The teams must answer oral questions and perform basic hands-on tasks in order to move across the game board.

## **Start of Play**

Each team selects a token. Teams roll the die, with the team rolling the highest number moving first. If two or more teams tie, they roll again.

To begin play, each team is asked a "white" question. If the team correctly answers the question they roll and advance their token. If the team does not correctly answer the question, they do not roll. After answering and rolling (or not rolling), it is the next team's turn.

## **Continuation of Play**

A turn consists of: (1) being asked a "white" (oral) or "blue" (hands-on) question, (2) answering the question or completing the task and (3) rolling the die and advancing the token *if* the question was answered correctly. For all questions, the team has 30 seconds to answer; text books are off-limits. Once the turn is completed (whether or not the team has advanced), it is the next team's turn.

Players may also land on a "red" square and be punished by moving backwards 10 spaces. They may also land on a "green" square and be rewarded by moving ahead 10 spaces.

## **Winning the Game**

The game is won by a team when it moves its piece off-site; the team does not need an exact role to get off-site.

Each worker has five lives -- if a team answers a question incorrectly, or lands on a red square, the worker loses one life. When all five lives are lost, the team is out of the game. Play continues until all living workers are off-site.