

EVERYBODY'S DIFFERENT

The Appearance
Game

RULES



Introduction

The aim of the game is to be the first team to reach the **Finish** square on the board, by rolling the dice and correctly answering questions. Players should be encouraged to discuss their answers and share ideas, as this is what helps them to learn.

Group size and facilitation

Everybody's Different: The Appearance Game is suitable for children aged 9-12. The game works best with between 4-8 players, divided into 2 teams.

Before the game, a teacher or other facilitator may wish to review the cards and choose those they feel are most appropriate for the group playing. Alternatively, you can play with all of the cards, in numerical order.

The game does not require expert facilitation, but having a teacher or other adult present to help guide discussions can be helpful.

Card Packs



Question Cards: These are blue and have the game logo on the back.



Activity Cards: These are red and have a “thumbs up” icon on the back.



Picture Cards: These are also red, and have the words “Picture Card” on the back.

Setting up a game





1. Divide players into 2 equal teams.
2. Place the 2 playing pieces on the Start square and the dice and timer beside the board.
3. Ensure the **Question Cards** and **Activity Cards** packs are each in numerical order, with the first question to be answered at the top. Place both packs face down at the side of the board.
4. Spread out the 8 red cards marked **Picture Cards** face down beside the board.
5. We'd recommend using 1 dice, unless you are short of time. Using 2 dice means fewer question cards will be answered and reaching the Finish will take less time.

Playing the game

1. Decide who will go first by rolling the dice – the team with the highest roll will take the first turn.
2. The first team rolls the dice and moves forward the appropriate number of squares.
3. If the team lands on a blank square, the opposing team selects the first card from the blue **Question Cards** pack, and reads aloud the question to the playing team.

1. Give the team a few moments to discuss and agree their answer – you can use the timer if they are taking too long.
2. The team gives their answer aloud, while the opposing team checks it against the answer on the card and judges whether the answer is correct. They should also read out the answer printed on the card.
3. If the team has given a correct answer, they can **move forward two spaces**. If they have given a wrong answer, they stay where they are.

Note: If a question asks for 2 or 3 examples, the team must give the correct number of examples to be rewarded with two moves forward.

4. If the team has landed on a **THUMBS UP** space, the opposing team selects the first card from the red **Activity Cards** pack and reads aloud the question to the playing team. 
5. The playing team follows the instructions given, and completes the activity. This might involve a challenge using the timer, or using one of the **Picture Cards** sitting beside the board. Activities which involve the timer have a timer symbol beside the question. 
6. When the team has completed the activity, the opposing team reads aloud the answer printed on the card.
7. The reward for completing an activity is given on the card. The team will be rewarded by **moving forward either three or four spaces**, as explained on each individual activity card.
8. The next team now rolls the dice, moves forward and is asked a question, based on which square they land on.
9. If a team lands on a square containing a back or forward arrow, they should move back or forward as instructed. **The team is not asked a question on this turn.**  
10. Play continues with each team asking and answering questions, and completing activities.

Ending the game

The game ends when the first team reaches **Finish**. They are declared the winner. You can also end the game if you run out of time or questions – in these cases, the team furthest along the path is the winner.

Teams do not have to roll the correct number to reach **Finish** – if they roll more than the required number of spaces to reach the end, they are still declared the winner.

Wrap-up

After playing, spend some time talking as a class about what players learned from the game.

Not much time?

You could speed up the game using one of these methods:

- Answer questions only when landing on a light blue square – no question asked on a dark blue square.
- Award 3 or 4 moves forward for a correct answer instead of 2.
- Use 2 dice instead of 1.

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