

Introductory Game, Consumed

Summary

A board game that reviews the basic areas of Family and Consumer Sciences.

Main Core Tie

FCS Exploration

[Strand 2](#)

Time Frame

1 class periods of 45 minutes each

Group Size

Small Groups

Life Skills

Thinking & Reasoning, Communication, Social & Civic Responsibility

Materials

- A game board

- Dice

- Game markers

- A score sheet for each group

Background for Teachers

This game may be used as an introduction or summary of some of the basic concepts taught in Family and Consumer Sciences.

Intended Learning Outcomes

An overview of the concepts taught in Family and Consumer Sciences.

Instructional Procedures

Game rules: Each player has a marker placed at the FEET on the playing board. Each player rolls the die and moves the appropriate number of spaces. The player follows the directions found in the space on which he/she lands. Play continues until someone has CONSUMED all of the Family and Consumer tasks needed to reach the end of the game. Record the number of points earned by each player on the game score sheet.

Authors

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