

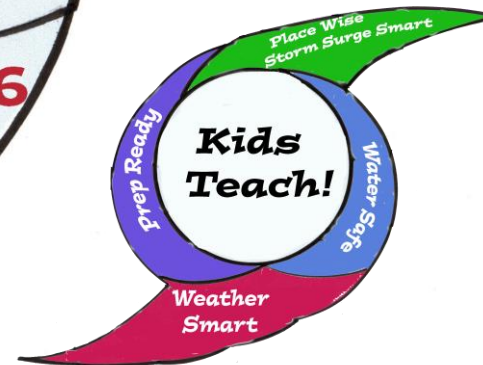
SITUATION HURRICANE!



Spaces 1,3,5,7,9



Spaces 2,4,6,8,10





GAME RULES



The goal of this cooperative team game is to get confident TEACHING others about what to NOTICE, KNOW, and DO before a hurricane arrives. In this way, you triumph over EDUCATIONALLY VULNERABILITY! **WATCH THE KTFR & YOU YouTube Video called GAME ON / Show What you KNOW** to learn the rules:

GAME SET UP: 1 game board, 1 different colored game piece for each opposing team, 1 die (either a 3 sided or a d6 die with the numbers 1-3 on them twice), pack of SITUATION and POWER KNOWLEDGE cards (kept face down at all times), 1 copy of the GET HURRICANE SMART RAP, a timer. Recommended size group – 4 to 6 players per board game, divided into two teams. Option 2: An entire class of students can divide up and play against each other, too, with the gameboard projected on a screen via a document camera. Place each team's game pieces at opposite "tail ends" of the hurricane form. Blue moves on blue numbered spaces, and Red moves on red spaces, both toward the powerful center of the hurricane.

GAME PLAY: Have a player from each team roll the die to see who gets the higher number. That team will start the game and roll the die to move the corresponding number of Blue or Red spaces on the GAME BOARD. When you land on an ODD numbered space, a team member will pick up and expressively read the top SITUATION card. When landing on even numbered spaces, a team member will pick and read the top POWER KNOWLEDGE card (but NOT the answer!!)

NEVER WHATEVER: If you land on the WHATEVER space, your team must immediately stand up and chant together, "NEVER SAY WHATEVER, ESPECIALLY IN A HURRICANE!"). If you forget to do this, you'll have to go all the way back to the beginning!

SITUATION CARDS: When you land on a SITUATION, your team has 1 minute to find the POWER KNOWLEDGE in the [GET HURRICANE SMART Rap](#) that would have kept you from getting in that situation in the first place. If time runs out, your team will have to move back one space. Place the card at the bottom of the SITUATION stack at the end of your turn.

POWER KNOWLEDGE CARDS: Your team will have 1 minute to answer the question on the back correctly so that your team can advance their game piece. **If your team cannot answer the question in 1 minute, the other team gets 1 minute to answer and advance one space instead!** Place the card at the bottom of the POWER KNOWLEDGE stack at the end of your turn.

HOW TO WIN: The only way to WIN this game is to advance spaces and land exactly in the center with a roll of the die, at which point you and your team must together chant the Get Hurricane Smart rap call chorus: **Step Up, Get READY, RESPOND, right NOW! Step UP, get READY, we'll show you HOW. You gotta know the FACTS so you know how to ACT, what to DO, what to WATCH, where to GO.**

CREATE YOUR OWN WAY OF PLAYING THIS GAME! There are many ways to make this game your own. For example, you can play a version with just the POWER KNOWLEDGE cards. Perhaps you'll have a rule that you have to go back a space if you get the answer wrong.