



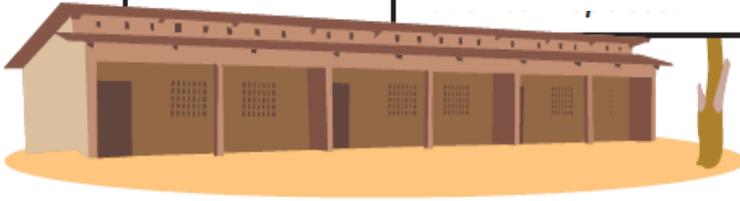
4-H Garden Game

How to play:

1. Use a small stone or button as a game piece for each player.
2. Move around the board in a clockwise direction, starting from the **"School"** space.
3. Roll a die to determine who will go first. The player with the highest number starts the game.
4. Roll the die to determine how many spaces to move.
5. Follow the instructions on the space where you land. If you land on an open space, stay there until your next turn.
6. Roll the die once per turn. Once each player is finished, the next player to the left takes a turn.
7. The first player to make it from School to **"Home"** wins! You do not need to land directly on the Home space to win.

If you do not have a die, use small pieces of paper numbered 1, 2, 3, 4, 5, 6. Draw the papers from a container such as cup, pail, or envelop.

School START



You help your 4-H club plan an enterprise garden at your school.
Advance 2 spaces.

You plant a vegetable you have not grown before.
Advance 1 space.

You lose your 4-H club record book and cannot remember how to rotate crops.
Skip the next turn.

You show younger students at your school your 4-H garden.
Advance 1 space.

Your 4-H club shows the school biology classes how to make compost.
Advance 2 spaces.

You spend time after school playing football instead of going to your 4-H meeting.
Go back 5 spaces.

Your tomatoes have blight disease. You make a natural fungicide and apply it to the tomato plants.
Advance 1 space.

You fail to follow gender sensitive practices.
Go back 4 spaces.

Your entire cabbage crop is attacked by insects because you failed to plant a variety of vegetables in one area.
Start over at School.

You carefully follow directions on planting a new variety of maize seeds.
Advance 3 spaces.



Home FINISH



After harvesting some carrots, you immediately add compost and plant a cabbage.
Advance 2 spaces.



Your tomatoes have blight disease. You spray a commercial fungicide on your entire square meter garden.
Go back 4 spaces.



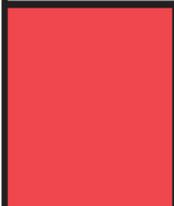
Your 4-H garden club opens a savings account at a bank.
Advance 4 spaces.



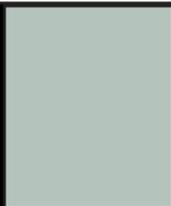
During school holiday, you show your mother how to rotate crops in her kitchen garden.
Advance 2 spaces.



It is time to replant and you do not have any compost ready to use.
Go back 4 spaces.



You fail to make plans to tend the 4-H club garden during school holidays.
Start over at School.



As a club or school activity, you demonstrate square meter gardens and crop rotation to community members.
All players advance 1 space. As the organizer you advance 3 spaces.



The teacher who was your 4-H club advisor has shifted to another school. Decide what you will do. Depending on your decisions, *your opponents will determine how many spaces you advance or go back.*

