

DRIVE MASTER: THE GAME

FOR HIGH SCHOOL USE



Teacher Traffic Safety Academy 2025

MUNICIPAL TRAFFIC SAFETY
INITIATIVES

Drive Master: The Game - LESSON PLAN (for High School Use)

Learning Objective: Students will...

1. Make decisions about driving to understand their impact.
2. Discover the consequences of poor driving decisions on themselves and society.

TEKS:

TEKS §113.13(b)(11); TEKS §113.15(b)(21); TEKS §113.16(b)(20); TEKS §113.18(b)(15);
TEKS §113.19(b)(15); TEKS §113.20(b)(19); TEKS §113.41(c)(17); TEKS §113.43(c)(15)

Materials Needed: One (1) die OR six (6) pieces of individual paper numbered from 1-6 OR a spinner with numbers 1-6; one (1) copy of the *DM Discretion Chart* for each group; one (1) set of the *DM Packet* for the DM in each group; one (1) set of *driving scenario cards* for each group; (1) *Gaming Sheet* per driver; pencils, crayons, markers, for student use on their Gaming Sheets (optional)

Vocabulary: catastrophic, cautious, citation, consequences, DUI, DWI, municipal, obstacles, pedestrian, render aid, safety, ticket, traffic, violation

Estimated Time:

40-50 minutes

Engaging Focus: Have students describe behaviors of a responsible driver.

Explain that they will participate in a role-playing game where they will create a character attempting to arrive safely to a destination.

Teaching Strategy:

Separate students into groups of 4-6 players per group and have them follow the gaming directions provided.

Gaming Directions:

Hello and welcome to Anytown, USA! You just woke up and are about to leave for your day. The question is, will you arrive safely to your destination? Or will obstacles slow you down, potentially keeping you from arriving all together?

As a driver, your job is to make decisions to help with your quest. The Drive Master (DM) will award, or deduct, points based on both chance, and your decision making process. All of society is rooting for you, for everyone on the street has the same goal in mind: to make it safely to their destination. Good Luck!

FIRST:

In groups of 4-6 players, choose a Drive Master: If someone volunteers, great! If there are two interested in playing the part, play best out of three “rock, paper, scissors,” to decide. If there are three or more, the oldest wins.

SECOND:

Pass out a *Gaming Sheet* to each driver. The *Gaming Sheet* will be filled in as the game progresses.

THIRD:

Make sure the Drive Master has their DM Packet so they can guide drivers along their way.

The game is separated into three parts: (1) working your way through the *Drive Master (DM) Packet* to start your day, (2) randomly selecting *Scenarios Cards* that impact you along your way, and (3) *Reaching your Destination*. The DM will help guide the drivers through all of these steps as play progresses.

PLAYING PART 1 - Drive Master (DM) Packet:

Congratulations on the selection of this role. Your main objective is to ensure players are not only following along with the scenarios but are having a good time while doing so. Make sure you keep the *DM Discretion Chart* close to award/subtract points at will. However, keep in mind that fairness creates stability. Consider that when awarding/detracting points for positive/negative decisions.

To play the game, read out loud the bolded words at top of the boxes. When information is offered, have every driver state their choice before reading consequences out loud for the group

PLAYING PART 2 - Scenario Cards:

When you reach the end of the *DM Packet*, move to the *Scenario Cards* and follow the steps below:

1. Have the driver with the most points choose a scenario card
2. DM reads the scenario card out loud for all drivers to consider
3. Have all drivers announce, or roll, their decision to the group
4. After all drivers state their decision, DM shares the consequence of their actions
5. Have drivers record information for the scenario in the boxes on their gaming sheet
6. Complete a total of three scenarios.

PLAYING PART 3 - Reaching your Destination:

After three scenarios are completed, use the *Reaching Your Destination* packet to conclude the game. The DM will ask each driver the questions in the packet and award points based on their YES or NO responses.



The player with the most points at the end of the game wins!

Extension:

OPTION1: Have students create their own scenario cards with bonus points and consequences offered.

OPTION 2: Conduct a class discussion on the students' observations from the game.

OPTION 3: Have students conduct research on safe driving practices to share with the class.





DRIVE MASTER THE GAME INSTRUCTIONS

Drive Master: The Game (For High School Use)

DIRECTIONS

Hello and welcome to Anytown, USA! You just woke up and are about to leave for your day. The question is, will you arrive safely at your destination? Or will obstacles slow you down, potentially keeping you from arriving all together?

As a driver, your job is to make decisions to help with your quest. The Drive Master (DM) will award, or detract, points based on both chance and your decision-making process. All of society is rooting for you, because everyone on the street has the same goal in mind: to make it safely to their destination. Good Luck!

Gaming Directions:

FIRST:

In groups of 3-6 players, choose a Drive Master: If someone volunteers, great! If there are two interested in playing the part, play best out of three “rock, paper, scissors,” to decide. If there are three or more, the oldest wins.

SECOND:

Pass out a *Gaming Sheet* to each driver. The *Gaming Sheet* will be filled in as the game progresses.

THIRD:

Make sure the Drive Master has their DM Packet so they can guide drivers along their way.

The game is separated into three parts: (1) working your way through the *Drive Master (DM) Packet* to start your day, (2) randomly selecting *Scenarios Cards* that impact you along your way, and (3) *Reaching your Destination*. The DM will help guide the drivers through all of these steps as play progresses.

PLAYING PART 1 - Drive Master (DM) Packet:

Congratulations on the selection of this role. Your main objective is to ensure players are not only following along with the scenarios but are having a good time while doing so. Make sure you keep the *DM Discretion Chart* close to award/detract points at will. However, keep in mind that fairness creates stability. Consider that when awarding/detracting points for positive/negative decisions.

To play the game, read out loud the bolded words at the top of the boxes. When information is offered, have every driver state their choice before reading consequences out loud for the group.



PLAYING PART 2 - Scenario Cards:

When you reach the end of the *DM Packet*, move to the *Scenario Cards* and follow the steps below:

1. Have the driver with the most points choose a scenario card
2. DM reads the scenario card out loud for all drivers to consider
3. Have all drivers announce, or roll, their decision to the group
4. After all drivers state their decision, the DM shares the consequence of their actions
5. Have drivers record information for the scenario in the boxes on their gaming sheet
6. Complete a total of three scenarios

PLAYING PART 3 - Reaching your Destination:

After three scenarios are completed, use the *Reaching Your Destination* packet to conclude the game. DM will ask each driver the questions in the packet and award points based on their YES or NO responses.

The player with the most points at the end of the game wins!

PART 1: Drive Master (DM) Packet

(For High School Use)

Print for the DM to read and guide players through the game

Drive Master: The Game

To begin, choose a Drive Master (DM). If someone volunteers, great! If there are two interested in playing the part, play best out of three “rock, paper, scissors,” to decide. If there are three or more who are hoping for the role, the oldest wins.

DM (Drive Master): Congratulations on the selection of this role. Your main objective is to ensure players are not only following along with the scenarios but are having a good time while doing so. Make sure you keep the *DM Discretion Chart* close throughout the game to award/deduct points at will. However, keep in mind that fairness creates stability. Consider that when awarding/deducting points for positive/negative decisions.

To play the game, read out loud the bolded words at top of the boxes. Then have every driver state their choice before reading the consequences for the groups.

Good luck to all drivers and hopefully good decisions are made by all!

DM Discretion Chart FOR THE TRAFFIC MASTER’S (TM) EYES ONLY	
<i>As Drive Master, your job is to ensure drivers have a good time. However, some decisions are better than others. Therefore, award or deduct points at will, freely using the chart below. Keep in mind that fairness creates stability - remember this when awarding/deducting points.</i>	
<i>Also note: the more you embellish details justifying your points, the more fun for your players!</i>	
Good Decision: Congratulations! You did that just right. The world is a safer place because of you and your responsible decisions.	Points Awarded: +2
Poor Decision: Probably not the best option based on your situation. DM to consider minor harm done to drivers and items in the area. Any close calls?	Points Awarded: 0 or -1 based on DM’s judgement call
Catastrophically Bad Decision: DM to consider what could happen - Damage caused to car? Others?	Points Awarded: -2

PART 1: Let's Create Your Character

Today, are you playing the role of a boy or a girl? Roll to find out.	
2, 4, or 6	Boy
1, 3, or 5	Girl

How Old Is Your Character? Roll to find out.	
1	Teenager Driving Solo
2	Teenager Driving with a Friend in the car
3	College Student
4	Experienced Adult
5	A parent with a small child in the car
6	Elderly Driver

Do You Have Any Previous Convictions? Roll to find out. Then explain in your own words what happened on your Gaming Sheet.	
1	Parking violation (Handicapped Space)
2	Seat-belt violation
3	Speeding
4	None at this time
5	DWI or DUI
6	Distracted Driving violation

Where are you Headed Today?

Roll to find out. Tell us about it on your gaming sheet.

1	School
2	Gaming Event
3	Friend's House
4	Vacation
5	The Movies or the Theater
6	Work

What Is Your State of Mind As You Head Out?

Roll to find out. Record details on your gaming sheet and keep track of points as you go.

1	You woke up late and are in a mild panic, rushing to get out of the house. Starting Driver Score: 7
2	It's a normal day. You are up and ready to conquer the day. Nothing but happy thoughts on your plate as you put your key into the ignition. Starting Driver Score: 10
3	You pulled an all-nighter last night and you are bleary-eyed and exhausted. Starting Driver Score: 5
4	You just won the lottery and you can't believe your luck. All you can think about is all the ways you plan to spend your millions. Starting Driver Score: 9
5	You just broke up with your significant other and are heartbroken. Starting Driver Score: 8
6	You're hungry and think it's a good idea to bring and eat your breakfast while driving your car. Starting Driver Score: 6

What is your character's name? Introduce them to the group.

(Have each driver introduce themselves to the group by sharing the storyline they have created so far. Encourage players to call each other by their created name for the duration of the game)

Time to Start Your Journey

What Actions Do You Perform to Start Your Car? Roll to find out.	
1-2	Good for you! You turn on your ignition and focus on the task at hand. Both hands are positioned perfectly on your steering wheel and you are ready to go! Points Awarded: +2
3-4	Your favorite artist just dropped their latest album and you can't wait to blast it. You turn your car on, put on your headphones, and crank it loud ready to jam along! Points Awarded: -1 for bad behavior
5-6	You are starving and thought the best place to eat was in your car while heading to your destination. You turn your car on and proceed to get your food ready to eat while on your journey. Points Awarded: -2 for a bad decision

Which direction do you go as you leave your driveway? Do you go STRAIGHT, LEFT, or RIGHT? <i>(Have every player announce their decision FIRST. After ALL have shared their decision with the group out loud, share the details associated with it)</i>	
Go Straight	You proceed straight on your route. While doing so, you see a ball roll onto the street and small children playing nearby. What do you do? Points Awarded: See DM's Discretion Chart and award points accordingly
Go Left	As you prepare to take a left, you see an intersection with a stoplight. As you approach, it turns yellow. What do you do? Points Awarded: See DM's Discretion Chart and award points accordingly. Award an additional +1 point if player used their turn signal
Go Right	You take a right turn and approach a stop sign. Given your state of mind, what do you do? Points Awarded: See DM's Discretion Chart and award points accordingly. Award an additional +1 point if player used their turn signal

For Drivers that went STRAIGHT...

Roll to see what actually happened

1-3	You are very aware of your surroundings and safely slow your car to a stop avoiding any children, items in the road, or harm to others. Because of your safe and wise choice, everyone gets to continue on with their day in safety land. Points Awarded: +2 Points for being such a responsible driver.		
4-6	As the ball rolls into the street, unbeknownst to you, a small child runs after it. You don't see this as it happens. Roll to discover the outcome:		
	1-2	3-4	5-6
	Your car comes to a screeching halt just missing the child. The child runs away screaming in absolute terror as your heart pounds over what might have happened. What do you do? (DM to award points based on their <i>DM Discretion Card</i>) Points Awarded: -1	You slam on your brakes, but just a little too late. You hit the child knocking them flat causing extensive scrapes to their body and a broken bone. What do you do? (DM to award points accordingly based on parameters below) Points Awarded: -3	Your car hits the child and the child is thrown several feet in the air, suffering serious injuries. What do you do? (DM to award points accordingly based on parameters below) Points Awarded: -4

DM:

If driver states they would stop to render aid: add 1 point

If driver says they would call an ambulance, add an additional 1

If driver states they would drive away: subtract 2

For Drivers that went LEFT

Roll to see what actually happened

1-3	You use caution when approaching the light and come to a complete stop at the intersection just as the light turns red. Because of your safe and wise choice, everyone gets to continue on with their day in safety land. Points Awarded: +2 for being such a responsible driver.		
4-6	As you approach the yellow light, unbeknownst to you, a Mother and child are crossing at the intersection. You don't see them as you approach. Roll to see what happens:		
	1-2	3-4	5-6
	Your car comes to a screeching halt just barely missing the mother and child as they cross at the crosswalk. The child screams from fright and the Mom offers a look that could kill. Your heart pounds over what might have happened. What do you do? (DM to award points based on their <i>DM Discretion Card</i>) Points Awarded: -1	Your car hits the mother knocking her flat causing scrapes and bruises to her body. What do you do? (DM to award points accordingly based on parameters below) Points Awarded: -3	Your car hits the Mother and throws several feet in the air, causing serious injuries. What do you do? (DM to award points accordingly based on parameters below) Points Awarded: -4
DM: If participant states they would stop to render aid: add 1 point If they call an ambulance: add an additional 1 If they decide to flee: subtract 2			

For Drivers that went RIGHT...

Roll to see what actually happened

1-3	You are very aware of your surroundings and safely slow your car to a perfect stop at the stop sign. Because of your safe and wise choice, everyone gets to continue on with their day. Award yourself 2 Points for being such a responsible driver.		
4-6	As you approach the stop sign, you decide to roll through it, or blow past it all together. Unbeknownst to you, a pedestrian is crossing at the crosswalk at the same moment your car is there. Roll to discover the outcome:		
	1-2	3-4	5-6
	Your car comes to a screeching halt just before hitting the pedestrian. They shout some choice words at you as they walk away from their near brush with death. Your heart pounds over what might have just happened. Now what do you do? (DM to award points accordingly based on parameters below) Points Awarded: -1	Your car hits the pedestrian knocking them flat causing extensive scrapes to their body and a broken bone. Now what do you do? (DM to award points accordingly based on parameters below) Points Awarded: -2	Your car hits the pedestrian throwing them into the air causing intense suffering and serious bodily harm to them. Now what do you do? (DM to award points accordingly based on parameters below) Points Awarded: -3
DM: If participant states they would stop to render aid: add 1 point If they call an ambulance: add an additional 1 If they decide to flee: subtract 2			

Time to Use the Scenario Cards:

1. Fan out the scenario cards and have the player with the most points pick one. Hand it to the DM to read out loud for all drivers. Have each driver announce their decision first, then share outcomes of their choices. Have each driver record their answers on their Gaming Sheet.
2. Next, the player with the fewest points draws the next Scenario Card for drivers to consider. Again, read the scenario out loud, have drivers make their decisions, and share the outcome of their choices to mark on their Gaming Sheet.
3. Lastly, pick a player to pull the final scenario card and repeat the same procedure from numbers 2 and 3.

PART 2: Scenario Cards

Print each scenario on a separate piece of paper for a player to pick from as the game progresses

PLAYING PART 2 - Scenario Cards:

When you reach the end of the *DM Packet*, move to the *Scenario Cards* and follow the steps below:

1. Have the driver with the most points choose a scenario card
2. DM reads the scenario card out loud for all drivers to consider
3. Have all drivers announce, or roll, their decision to the group
4. After all drivers state their decision, DM shares the consequence of their actions
5. Have drivers record information for scenarios in boxes on their gaming sheet
6. Complete a total of three scenarios



SCENARIO CARD

An Ambulance approaches with its flashing lights and sirens sounding...

You're on a two way (two lane) road as it approaches behind you. Do you stop where you are, pull over to the right side of the road, or race faster to get out of its way?
(NOTE: Have each player offer their decision first, then share the consequences of their actions accordingly)

Stop where you are	You are paying attention and the world is safer for it. However, you are blocking traffic on this two way road. Luckily there are no oncoming cars and the ambulance is able to go around you. Points: +1 points for your stopping.	
Pull Over	Good for you! You are a focused driver and the world is safer for it. You successfully pull over out of the way so that the ambulance can go around you. All of humanity thanks you. Points: +2 points for your wise decision.	
Race to get out of the way	Speeding isn't a wise choice! Roll to see what happens:	
	EVEN Number Luckily, you come to your senses and slow down to turn into a parking lot to gather your wits. Nobody was hurt and you didn't get a citation. Points: -1 point for your momentary lapse in judgement.	ODD Number A police cruiser sees you and pulls you over for speeding. Points: -2 points for making a poor choice and getting a citation.



SCENARIO CARD

You realize you're gonna be late.

As you're driving to your destination, you realize you are not going to make it on time. The question is, what do you do? Roll to find out:

1	You accept that you aren't going to make it on time to your destination. You are mature and wise enough to face the consequences of this upon arrival. It's more important to arrive alive, than to risk not arriving at all. You continue driving the speed limit with both hands on the wheel. Points Awarded: +2
2	This is no time to slow down! You put the pedal to the metal whizzing past every car in sight, hoping to make up for lost time. You know you might not only get caught speeding, but could also cause catastrophic consequences for you and those around you by crashing, hitting a pedestrian, or any number of life altering situations. Those that know you are so very disappointed in your actions. Points Awarded: -2
3	While still driving, you decide to call or text letting those that need to know your predicament. You are fully aware that in doing so, you are not only breaking the law, but putting others around you in danger. Points Awarded: -2
4	You pull over to a safe location to call or text to let those that need to know that you are running late. While this may add to the tardiness of your situation, those involved (including the drivers around you who are depending on your smart choices and quick actions to ensure everyone arrives safely to where they need be) are grateful for your responsible and wise decision. You will for sure leave earlier next time to avoid letting others down. Points Awarded: +2
5	While driving, you start thinking of an excuse for your tardiness. While you are too wise and responsible to consider speeding or other dangerous options, you are consumed by this thought and slightly distracted. You for sure will make it a point to leave earlier next time. Points Awarded: 0
6	Offer your own explanation to the TM. TM will decide if you made a good, poor, or drastically bad decision and award points accordingly. Points Awarded: at DM's discretion

SCENARIO CARD

A Police Officer/Patrol Car is on the side of the road and it looks like a speed trap...

You're currently going around 5 miles over the speed limit. What do you do? Hit the brakes fast to avoid a citation, slow down steadily, race faster to get past them, or _____ (allow player to insert their own answer to that question)? (NOTE: Have each player offer their decision first, then share consequences of their actions accordingly)

Hit the Breaks Hard	Good for you for paying attention, but yourr sudden stop could cause a crash behind you! Next time, let your foot off the gas and gently brake. Also, make sure you focus harder on driving the speed limit at all times! Points: +0 points
Slow Down Steadily	Good for you! You are a focused driver and the world is safer for it. You continue on your way by gently slowing down and reminding yourself of the importance of going the speed limit. In your head you thank the police officer for the reminder of going the speed limit and make a promise to yourself to do so in the future. Your life, and the lives of those around you, are worth it. Points: +1 points for your wise decision.
Speed past to get around them	Whoops! Speeding past was not a wise choice! The police officer puts on the red and blue lights following you until you pull over. The Officer asks to see your license and registration, then issues you a citation for your poor decision making. Speeding is dangerous and against the law. Points: -2 point for your lapse in judgement
<i>Other Response Offered</i>	TM: Listen closely to how player would handle the situation and award points according to your DM Discretionary Chart

SCENARIO CARD

The phone rings while you are driving... What do you do?

Do you ignore it, look to see who it is and then decide what to do, text them you'll call back later, click for it to go to voicemail, or answer it?

(NOTE: Have each player offer their decision first, then share consequences of their actions accordingly)

Ignore It	Good for you! You are a focused driver and the world is safer for it. You successfully ignore it and continue on your way. Points: +2 points for your wise decision.		
Look to see who it was	Silly driver! You shouldn't take your eyes off the road. Roll to see if anyone gets hurt:		
	EVEN Number	ODD Number	
	Luckily, glancing to see who it was did not affect others, this time! Points 0	Unfortunately, you drift onto the shoulder of the road while looking at your phone, and you run over a squirrel. Points: -2 points for turning a harmless creature into roadkill.	
Text them	Bad idea! You are not only distracted while driving, you have taken your hand(s) and your eyes off the road! Roll to see what happens:		
	EVEN Number	ODD Number	
	Luckily, texting did not impact others, this time. Points: -2 points for your bad decision.	Unfortunately, your car drifts up onto the curb in the median and you get a flat tire. Points: -3 points for your bad decision and for the time it takes to find a safe place to pull over and change the tire.	
Click for it go to voicemail	You shouldn't have taken your hand off the steering wheel, but luckily no one got hurt! Points: -1 point for your lapse in judgement.		
Answer It	Bad idea! You are driving distracted. Roll to see what happens:		
	EVEN Number	ODD Number	
	Luckily, answering it did not affect others, this time. Points: -2 points for your poor decision.	Unfortunately, you drift out of your lane while answering your phone, and your bumper clips the car in the next lane. Roll again to see what happens next:	
		EVEN Number	ODD Number
		You and the other driver pull over and exchange insurance information. Both cars are still driveable. Points: -2 points for your bad decision.	Your impact causes a chain reaction of cars swerving and hitting one another. You are able to safely pull over but now need to wait for the police, get a citation, and your insurance company later phones to tell you that you are being sued for personal injury. Points: -3 points

SCENARIO CARD

You receive a text message while you are driving...

Do you read the text but don't respond, text them back that you are driving and you will respond later, text them an answer to their question, call them to let them know you are driving and unable to text them at this time, or ignore it? *(NOTE: Have each player offer their decision first, then share consequences of their actions accordingly)*

Read the text but don't respond	Silly driver! You shouldn't take your eyes off the road. Roll to see if anyone gets hurt:	
	EVEN Number	ODD Number
	Luckily, you were at a stop and nobody was affected. Points 0	Unfortunately, you drift onto the shoulder of the road while looking at your phone, and you run over a squirrel. Points: -2 points for turning a harmless creature into roadkill.
Text back that you are driving and you will respond later	While you might feel this is a good and responsible idea, it is in fact a terrible decision. You are not only distracted while driving, you have taken your hands and your eyes off the road! Roll to see what happens:	
	EVEN Number	ODD Number
	Luckily, you were at a stop and nobody was affected. Points: -1 for your bad decision.	Unfortunately, your car drifts into another lane sideswiping an object in the road causing damage to your car. Luckily you didn't hurt an innocent life, but your car will now carry the mark of shame until you mend your ways. Points: -2 for your bad decision
Text an answer to their question	An absolutely horrible idea! Not only have you taken your hands off the wheel and your eyes off the road, you are focused on items other than the safety of yourself and those on the road. Roll to see what happens:	
	EVEN Number	ODD Number
	Luckily, you were at a stop and nobody was affected. Points: -2 for your bad decision.	Your car serves into another lane hitting a fellow driver. Luckily, on this day, you didn't take away an innocent life for your unlawful and irresponsible decision, but your car will now carry the mark of shame until you mend your ways. Points: -3 for your terrible decision
Call to say you can't text	Talking on the phone while driving, for any reason, is dangerous to yourself, and others on the road.. Points: -1 point for your lapse in judgement.	
Ignore It	Good for you! You are a focused driver and the world is safer for it. While your friend is momentarily concerned they didn't receive an immediate response, they know your safety is more important and are proud of you for your wise decision making (because, let's face it, if they're not, it's time to reexamine your friendship). Points: +3 points for your wise decision.	

SCENARIO CARD

The school bus in front of you makes a stop...

When the bus stops, a cute little Stop Sign swings open on a retractable arm from the back of the bus. Do you stop and wait for the bus to finish their drop-off/pick-up or make a lane change to pass (go around) the bus? *(NOTE: Have each player offer their decision first, then share consequences of their actions)*

Stop and wait for the bus to finish their drop-off or pick-up and the Stop arm to recede	You are a wise and responsible driver. Congratulations on obeying traffic laws which require you to stop when a school bus is loading or unloading student passengers! Roll to see what happens next:		
	EVEN Number	ODD Number	
	You treat yourself to a Mocha Frappe Latte-chino as a reward for being such a stellar driver and overall cool human being! Enjoy!	The driver behind you starts honking aggressively and pull up within centimeters of your bumper. Roll again to see what happens next:	
	Points +1 for being a responsible person	EVEN Number	ODD Number
Make a lane change to pass (go around) the bus	One of the kids getting off the bus, crosses the street in front of you and you have to hit the brakes hard just barely avoiding hitting them. You scare the kid so badly they are emotionally traumatized. You silently hope the parents don't request the intersection camera footage and sue you. Points: -1 for your bad decision.	You take a deep breath and count to ten to remain calm. By the time you're done, the bus is moving again and you are on your way! Points: +1 for not letting someone else's poor behavior keep you from doing what you know is right.	The angry driver starts to get out of their car. Students surround the driver and record the scene on their cell phones. This enrages the driver further, but by the time they get out of their car, the bus is moving and you are on your way. You think to yourself, "I'll probably see this unstable person on YouTube or the 6:00 news later. Thank goodness that ended quickly and safely!" Points: +2 points for not reacting or engaging in road rage.
		Whoops! Passing a school bus when it is stopped to load or unload passengers is not only against the law, it is very unsafe! Roll to see what happens next:	
		EVEN Number	ODD Number
		You don't see that one of the kids getting off the bus has started to cross the street in front of you because the bus leaves you with a huge blind spot. Roll to see what happens next:	
		EVEN Number:	ODD Number:
		You manage to hit the brakes and avoid hitting the student, but get rear-ended. Points: -3 points for your bad decision and the crash that ensued. You are fortunate your car is still driveable and you hope you don't get sued.	Your car hits the pedestrian, causing a broken leg, broken rib, and concussion. You stop to render aid, call 911, and you stay to answer the police officer and paramedics' questions. Points: -4 for seriously injuring another human being, but +1 for staying to render aid. However, collateral consequences include higher insurance rates for you and a potential lawsuit. You are fortunate you didn't end someone's life.

SCENARIO CARD

You stop to pick up a friend and they don't put on their seatbelt...

Do you tell them they have to wear a seatbelt (or else you're not driving with them in the car), do you ignore it, or do you _____ (allow players to insert their own answer to that question)? (NOTE: Have each player offer their decision first, then share consequences of their actions accordingly)

Tell them they must wear a seatbelt or else they aren't riding with you	Smart! It's the 21st Century and everyone knows that seatbelts save lives, duh! Roll to see what happens next:		
	EVEN Number	ODD Number	
	Your friend apologizes, buckles their seatbelt, and offers to pay for your gas since you were kind enough to give them a ride.	Your friend gets annoyed and tries to argue with you. You remind them of 3 things: 1) while they are in your car, you are responsible for their safety as well as your own, 2) good friends call each other out when they see them doing something dangerous, 3) they can take the bus if they don't like riding with you, and 4) not wearing a seatbelt is illegal. Roll to see what happens next:	
	Points +1 for being a responsible and confident driver	EVEN Number Your friend puts their seatbelt on and gets teary-eyed because you very likely just saved their life. Points: +2 for caring about the safety of your friend	ODD Number Your friend gets out of the car and decides to ride a bus. Points: +2 for not only doing the right thing, but realizing that knowing someone who would put themselves in jeopardy is not the friend for you.
Ignore it	NOT smart! It's the 21st Century and everyone knows that seatbelts save lives, duh! Roll to see what happens next:		
	EVEN Number	ODD Number	
	Your friend realizes they forgot to fasten their seatbelt and they fasten it quickly. But they also turn to you in anger and ask if you were seriously going to let them ride around without a seatbelt on and not say anything to remind them...don't you care about them at all?!	Not only does your friend forget to put on their seatbelt, they spend the entire time in the car brushing their hair and staring at themselves in the vanity mirror on the sun visor. Your friend's vanity and carelessness make you question why you are even friends with this person. Roll to see what happens next:	
	Points: -1 for your inaction	EVEN Number You can't help but raise your voice and tell them to get it together! At the next stop, you reach over and fasten their seatbelt for them like a child and they look at you like you are nuts. They don't speak to you for the rest of the day. Points: -1 point for your bad decision and for losing your temper.	ODD Number You hit a deep pothole and your friend's head hits the dashboard during the jolt. They turn to look at you with a bloody nose and the beginnings of a black eye. Points: -3 for contributing to another person's injury because you were too self-conscious to speak up about the seatbelt. Now you have blood on your passenger seat and your friend's vanity causes them to not speak to you for a week.
Other Response Offered	DM: Listen closely to how player would handle the situation and award points according to your <i>DM Discretionary Chart</i>		

SCENARIO CARD

A Police Officer turns on their flashing lights and pulls right behind you into your lane...

You suspect they are pulling you over but you don't know why. What do you do? Turn on your blinker and pull over immediately in a safe manner, stop in the middle of the road, speed up to get away (certainly they aren't after you!), or _____ (allow players to insert their own answer to that question)? (NOTE: Have each player offer their decision first, then share consequences of their actions accordingly)

Pull over in a safe manner	Good decision! The officer tells you that one of your brake lights is out and that you need to get it fixed. She lets you go with a warning (no citation), and you go along your merry way. Points: +1 point
Stop in the middle of the road	What are you thinking? Stopping in the roadway isn't safe for you or for the police officer. Cars are speeding by as the officer comes up to your window and tells you where to move your car before finishing the traffic stop. After you move, the officer tells you that your brake light is out and they were going to let you off with a warning for that, but they will be issuing you a citation for stopping in the roadway in an unsafe manner. Points: -1 points for your poor judgement.
Speed up to get away	Terrible choice! You have just escalated the situation, you are breaking more laws in the process, and putting everyone at risk on the road around you. After a brief chase, you end up arrested. Points: -4 points for making a terrible choice. You have to pay bail, pay to get your car out of the impound lot, and hire an attorney for your upcoming court date.
Other Response Offered	DM: Listen closely to how player would handle the situation and award points according to your <i>DM Discretionary Chart</i>



SCENARIO CARD

Create your own scenario...!

Describe the situation or event:

What do you do? List 2-4 options:

Option 1:

Option 2:

Option 3:

Option 4:

Do you want to *allow players to insert their own answer to that question?* YES / NO

(NOTE: Have each player offer their decision first, then share consequences of their actions accordingly)

Option1:	Outcome: Points: +/-
Option 2:	Outcome: Points: +/-
Option 3:	Outcome: Points: +/-
Option 4:	Outcome: Points: +/-
<i>Other Response Offered</i>	DM: Listen closely to how player would handle the situation and award points according to your TM Discretionary Chart



PART 3: Reaching your Destination

Keep this card tucked away until your three scenarios have been completed
and you're ready to find out if you made it to your destination or not

While there are many decisions to be made while driving, there are many more to consider as you prepare for your drive.

Answer each question I'm about to ask and independently consider whether you did, or did not, do the following...

Did you listen to music loudly while you were driving?

YES (-1)	NO (+1)
Not a good idea. You put yourself and the lives of others at risk. According to a study conducted in the <i>Journal of Science and Medicine</i> in the early 2020's, they discovered that listening to music while driving increased a delay in reaction time. They stated that, "Out of 85 participants involved in the study, 27 required verbal warning or commands and 17 needed steering or braking intervention to prevent an accident." These numbers increased based on sound levels and familiarity of drivers to the songs - the more familiarity, the greater the risk. Therefore, when on the road, turn that music off. https://www.deseret.com/23604177/loud-music-car-driving-impact/	Good for you! You are a wise and safe driver. Listening to music while driving increases your risk of crashing. Your only job when putting yourself behind the wheel is to focus on the task at hand: arriving at your destination alive.

Did you wear your seatbelt?

YES (+1)	NO (-2)
Hooray! Those that love you are so very proud of you. Seatbelts save lives, and yours is worth saving!!	Shame on you - you know better! In fact, according to a Forbes study from the 2020's, approximately half of the deaths from car crashes were because occupants in the car were not wearing their seatbelts. https://www.forbes.com/advisor/legal/auto-accident/car-accident-statistics/#main_causes_of_car_accidents_section

Did you speed?

YES (-2)	NO (+1)
All who know you are so disappointed to hear this. According to a study conducted in the 2020's by the National Safety Council, speeding contributed to almost 30% of fatalities on the road, averaging 33 people a day killed due to speeding. Not only is speeding against the law, and a ticketable offense, it	Perfection!! That is exactly the answer those that care deeply about you were hoping to hear. Speeding puts yourself and others in jeopardy. In fact, according to a study conducted in the 2020's by the National Safety Council, speeding contributed to almost 30% of fatalities on the road, averaging 33

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Now total your points - driver with the most points, wins!

DRIVE MASTER GAMING SHEET

Are you a Boy or a Girl _____

How old are you? _____

Where do you live? _____

Tell us about it... _____

What is your favorite... _____

What's your Character's Name? _____

* introduce yourself to the group _____

Where are you headed today?? _____

STARTING POINTS: 10



Which Direction do you take?

What happened? _____
Points: _____

Scenario Card 1:

Points: _____

Scenario Card 2:

Points: _____

Scenario Card 3:

Points: _____

Thoughts on making it to your destination.
What are your takeaways...
Final Points: _____