

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.