

# **Bike Master: The Game**

## **(For Middle 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 to your destination? Or will obstacles slow you down, potentially keeping you from arriving all together?

As a bike rider, your job is to make decisions to help with your quest. The Bike Master 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!

### **Gaming Directions:**

#### **FIRST:**

In groups of 3-6 players, choose a Bike 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 bike rider. The *Gaming Sheet* will be filled in as the game progresses.

#### **THIRD:**

Make sure the Bike Master has their Bike Master Packet so they can guide riders along their way.

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

### **PLAYING PART 1 - Bike Master 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 *Bike Master 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 the top of the boxes. When information is offered, have every bike rider state their choice before reading the consequences out loud for the group.

**PLAYING PART 2 - Scenario Cards:**

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

1. Have the bike rider with the most points choose a scenario card
2. Bike Master reads the scenario card out loud for all bike riders to consider
3. Have all bike riders announce or roll their decision to the group
4. After all drivers state their decision, Bike Master shares the consequence of their actions
5. Have bike riders 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 Bike Master will ask each bike rider 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!