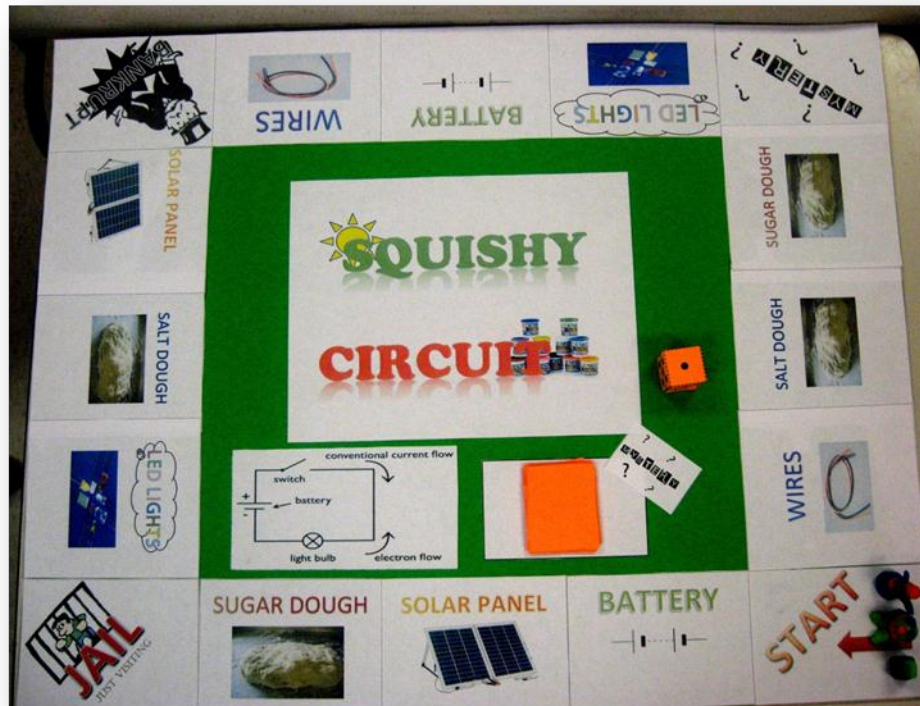


How to Play: Squishy Circuit Board Game



❖ The board game is 28in by 22in. It contains:

- 2 PICTURES OF SUGAR DOUGH
- 2 PICTURES OF SALT DOUGH
- 2 PICTURES OF LED LIGHTS
- 2 PICTURES OF SOLAR POWER
- 2 PICTURES OF BATTERY
- 2 PICTURES OF WIRES
- 1 PICTURE OF BANKRUPT,
- 1 PICTURE OF JAIL,
- 1 PICTURE OF MYSTERY
- 1 PICTURE OF START.
- 1 DECK OF MYSTERY CARDS
- 1 DECK OF CIRCUITRY PART CARDS.

❖ In the center of the board make sure to have the title, a rubric of how the circuit works and a deck of mystery cards.

This board game is almost like a Monopoly game but you don't get to own property or receive money, instead you receive the materials you need to make the squishy circuit. Here are the steps on how to play the game:

1. To start off: allow each child to create their own icon using the salt dough (less sticky).



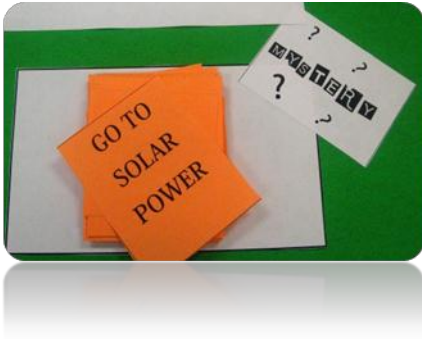
Make sure each child makes their icon small enough so that every one's icon is able to fit at the **STARTING** block.

2. Once everyone has their icon on the **START** block. The first person who goes first will roll the dice and whichever number it lands on, they will move their icon that many times. When they land on a block, the person in charge will hand out their *circuitry part card*.

- **For example:** If they roll the dice and they receive a six, they will have to move six times towards the direction of the arrow. Let's say if the player lands on salt dough then they will have to collect a *salt dough circuitry part card*.
- **Circuitry part cards:** A picture and a description of the material/block the player has landed on.

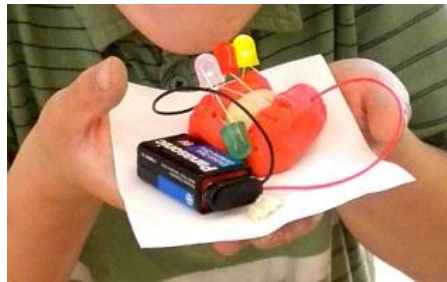


3. For every time the player lands on a different image, then they will have to collect a circuitry part card. If they land on the same image repeatedly, then they will not need to pick up the same circuitry part card.
4. The catch of the game are the blocks on every corner. When someone lands on:
 - **JAIL:** They must skip a turn
 - **BANKRUPT:** They must erase all the materials on their paper and start over. ☹️
 - **MYSTERY:** They can only grab ONE mystery card. Once they are done reading the card they must place it at the very bottom of the deck.
 - **START:** They're safe



5. **MYSTERY CARDS:** Each card says something different to either help or sabotage the players win.

6. Make sure to each player to see who's ahead. Whoever has the most materials to make a squishy circuit then you must stop the game.
7. Let's say the individual has sugar dough AND salt dough, you must ask them which dough they want to use to make the squishy circuit.
 - If they choose sugar dough then we obviously know it won't work so it gives another individual a chance to win if they choose salt dough.
 - Also if they have battery and solar panel on their paper, they should only choose one that they want to use.(If they choose solar panel make sure to take the buzzer)
8. The first person to make the first squishy circuit wins first prize. Eventually everyone should be able to create a Squishy Circuit, which means in the end everyone is a winner!
Every player is able to keep their dough! 😊



9. When the game is finished, ask them the question as to why they think salt dough worked and not the sugar dough.