

# Civics Land

Age Range: High School+

4 players

## **Instructions:**

Set up the board

Shuffle the cards

Place characters on the start square

Determine who goes first

Draw a card and move to the closest corresponding color

When you reach an obstacle, go back a space

Take shortcuts when possible

Whoever reaches the end first wins

## **HOW TO PLAY**

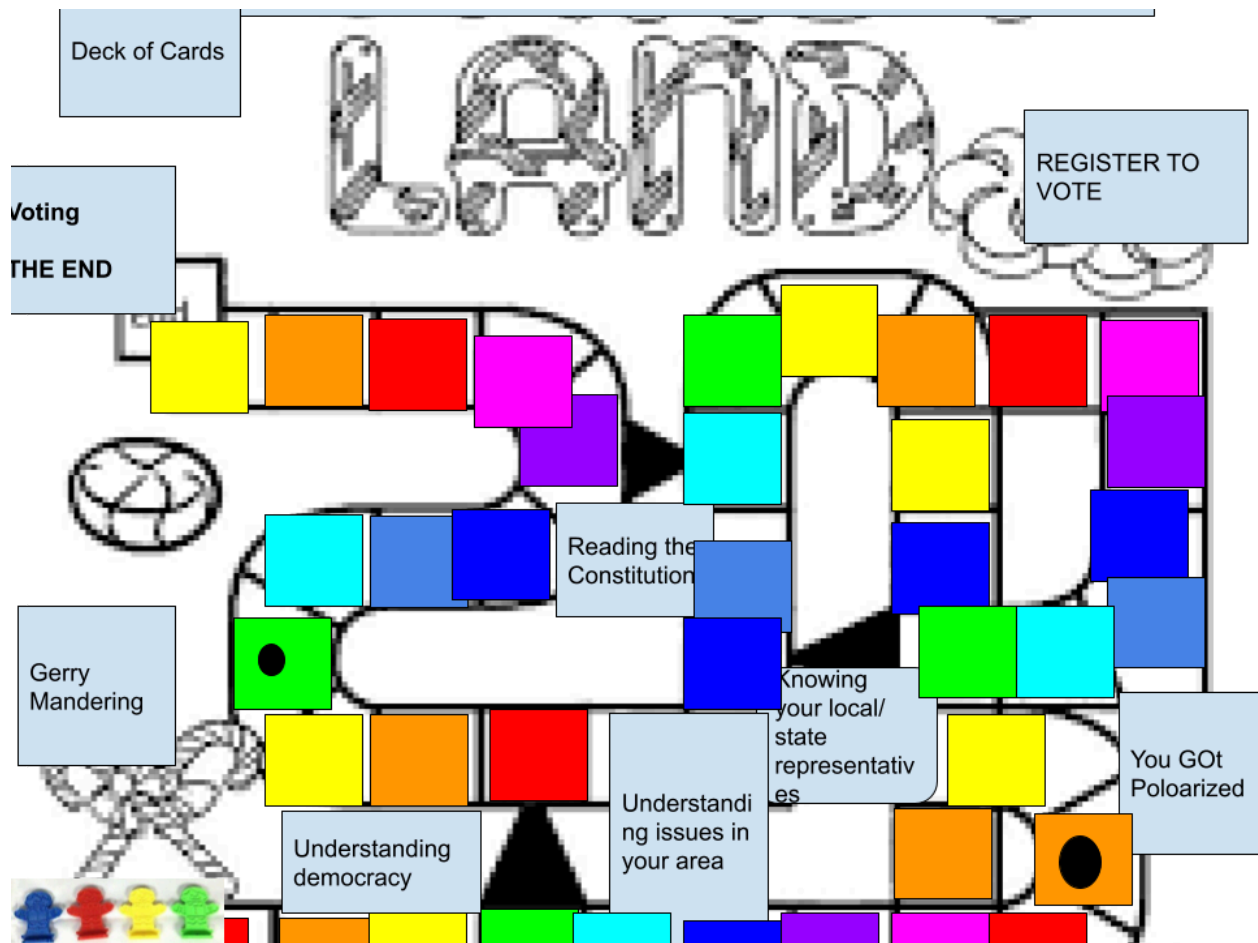
The goal is to unpack and understand the importance of civic engagement. Draw cards to advance your character (and your understanding of the civic process). Choose to vote in local elections, read the constitution, and understand your basic civil liberties to move even further along through the game. Some obstacles you may face are gerrymandering and polarizing political issues (indicated as black dots). In order to get out of these vicious cycles you will need to draw a card that matches the color of the square you are stuck on. To win, be the first person to the end of the board and get out and VOTE!

## **Goal of playing**

The point of playing this game is to learn more about government, whether it is your local government, state, or federal. There are many things to talk about when it comes to this. We may have not hit every idea in terms of understanding every part about government, but the idea is that players and gamers will learn something and take away a fact or two that they didn't know.



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