

CHILD DEVELOPMENT I/II:

The Game of Life!

You are a parent of a young child and your 2nd child is expected to be on the way soon! With your oldest child you felt totally unprepared for their birth and the parenting process so now you plan to work hard to learn more about children and how they develop. Along the way you'll have chances to improve the life of yourself and your family by earning money which can be used to buy perks for yourself (and your family)!

It's Lit Fam.



The Cards:

You will start the game by choosing a career. If you choose a non-child centered career then you start the game with 40,000 and will receive 2 guaranteed pay days in the first chapter. If you choose a child centered career you will start with 20,000 and only receive one guaranteed payday in the first chapter but child related careers are guaranteed at 40,000 or more and might have perks later on in the game!

You draw an action card whenever you land on a blank space. These cards can have positive or negative outcomes.

At the end of the first unit you will have to choose a childcare situation for your child. Each child care situation has its own drawbacks and benefits, so choose wisely!

If you are given a lose a spin card, you will not be able to spin the wheel until you can get rid of it. You can get rid of it by resolving whatever situation led to having it in the first place such as turning in missing work, or completing a detention/extra assignment for poor classroom behavior

These cards can be used to cancel out negative action cards or other negative consequences that cost you money

These cards can be earned through good classroom behavior, winning classroom competitions, and completing excellent work in the class overall. They give unique opportunities to better your standing in the game

These cards will only be awarded by Ms. Jarvis due to astounding classroom work or behavior. They have some of the best perks in the game as some function as permanent block cards, others may allow you to steal a classmate's life tile, and much more.

A life tile can be earned by receiving an A or A+ on a chapter test or can be purchased for \$250,000. If you are able to gather 15 of them during the semester you will receive a guaranteed 90% on the final exam!

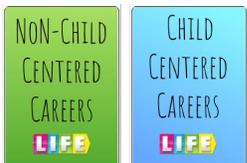
Game Rules:

1. You can spin the wheel once a week to see how many spaces you can move your car
2. You can earn extra spins and chance cards by completing optional work and having outstanding classroom behavior.
3. You can use the money you earn to buy awesome perks for yourself!



Developmental Milestones:

At the beginning of each chapter, You will have the option of coming up an extra assignment or project you would like to do to further your learning on the topic and present it to Ms. Jarvis. Ms. Jarvis will decide how much money & block cards it's worth and you can decide to complete it or not. These projects are not for a grade, but they will help you out during the course of the game! Projects for each chapter are due the day we start a new chapter, no exceptions (unless you have the right chance card).



CHILD DEVELOPMENT I/II:

The Goods:

Chance card: \$30,000

Choice of a specific chance card:
\$35,000

Free homework pass up to 15
points: \$50,000

Free quiz pass:
\$75,000

3x5 notecard on a test: \$150,000

Partner with someone else on a test
(both players pay): \$200,000

Life Tile: \$250,000



MISCELLANEOUS IMPORTANT INFORMATION:

- You earn a Life Tile whenever you get an A on a test (You can retake any test you would like to but you can only earn a life tile on the first one)
- Ms. Jarvis reserves the right to change any of the rules at any time for any reason!

CALCULATING YOUR FINAL AMOUNT OF \$ AT THE END OF THE GAME:

- \$20,000 for each unused chance card
- \$10,000 for level 1 block cards, \$20,000 for level 2, etc. up to level 7 for \$70,000
- Whatever the initial cost was of your child care situation, add it to your total
 - Each Life tile is worth \$250,000
 - Each Child you have (past the initial child you start with) is worth \$25,000
- Special cards are not worth anything
- Career cards are not worth anything
- Each lose a spin card you have is -\$50,000

