

## Playing to Learn

**Time:** 45 Minutes

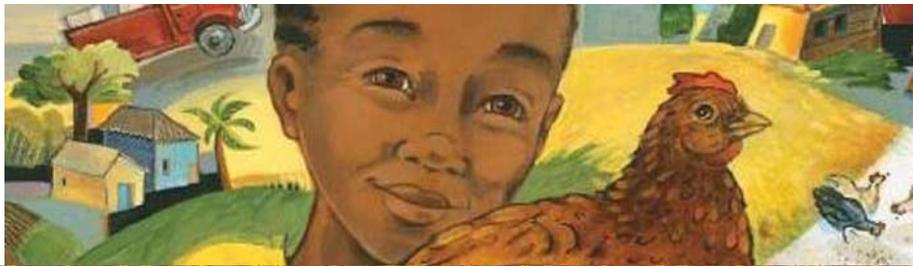
**Materials:**

- The One Hen Game printed out and assembled.
- One Hen Game Instructions. (See Handout)

**Goal:** The students will begin to understand what it is like to start a business. The game will provide challenges and the students will need to work together to find solutions.

### INSTRUCTION

1. Print out the One Hen Game Board, Game Pieces, and Instructions (See Handout). There is a color and a gray scale version depending on your access to printers. Follow the directions for assembling the game (See Handout). Print out several copies so that the entire class may participate in the game when divided into several groups.
2. The objective of the One Hen game is to understand what it would be like to start your own business. Follow the instructions on how to play the game (See Handout). Every player is part of the village and should help one another throughout the game. As long as everyone makes a profit at the end of the game, everyone wins. But if one of the people in the village doesn't make a profit, the village as a whole is unsuccessful.
3. The students should ask each other questions and help each other out so they do not repeat similar mistakes.
4. After each group has played several rounds, have them discuss the problems and solutions that they experienced during their game. Have them describe how they were able to help each other throughout the game.



## One Hen Game Instructions

### Game Objective

The objective is for each player to:

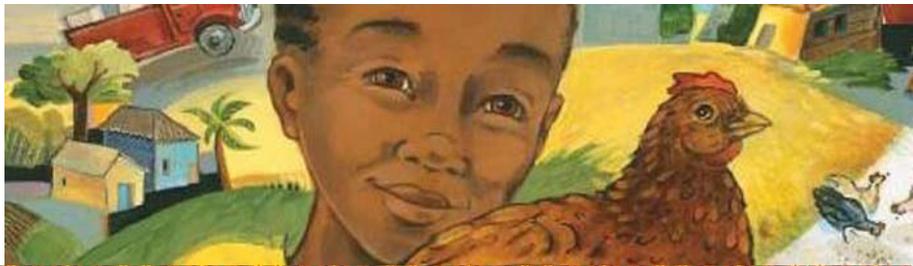
- a) Have an understanding of cost/profit and the responsibility of being a business owner.
- b) Learn to help each other and work together to make the village community grow.
- c) Go around the board game twice and cross the finish line having earned a profit. Hens lay eggs, and these eggs can be sold for a profit. A player can also gain more hens by hatching their eggs.

### Game Components

- Four Sheets to assemble larger Game Board
- Home Base Cards (Half-sheets with picture of house, with four corners labeled)
- Kojo Player Markers
- Money
- Safe from Trouble Cards
- Hens
- Eggs

### Assembling the One Hen Game

1. Piece the four sheets of the Game Board together to form a large rectangular Game Board. Be sure to match the pieces, so that the background pictures match. (Note, the text for the game pieces faces in all directions. Some of the text boxes will appear upside down, when assembled correctly.)
2. Assist the students in cutting out the Kojo markers, home base cards, hens, eggs and "Safe from Trouble" cards. If you have a large class size and are using multiple game boards, then make photocopies of all the game pieces as necessary before cutting.

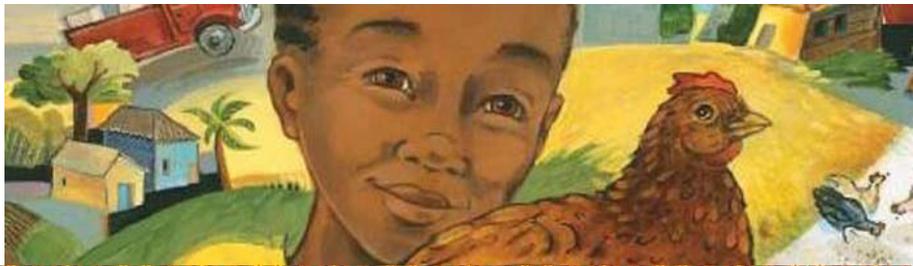


## Setting Up to Play

1. Each player is given a home base card. These are the half-sheets with a picture of a hut, along with four corners labeled “Hens,” “Money,” “Eggs,” and “Safe from Trouble.”
2. Each player is given a Kojo piece, which they should label with their names. Players will use these pieces as their markers, as they travel around the board.
3. Each player starts with 1 hen, 4 dollars, 2 eggs, and 1 “Safe From Trouble” card. Place these on the appropriate corners of your home base card.
4. Place all the remaining money, egg, and “Safe from Trouble” cards on their corresponding piles in the boxes at the center of the board.

## Playing the Game

1. Place all Kojo markers on the “Start Corner.” Each player rolls the die. The player who rolls the highest number goes first. The rest of the players go in the order they’re seated, in a clockwise direction.
2. The 1<sup>st</sup> player rolls the die and moves his/her Kojo marker the number of spaces indicated by the die. Players move around the board in a counter-clockwise direction. Each square has a situation that might occur as a business owner:
  - a. **Costs:** These squares ask you to buy food to feed your hens. Food costs \$1, which must be given to the money pot.
  - b. **Your Hen Lays Eggs:** When you land on this square, your hens lay eggs. Collect one egg card for every hen card you have.
  - c. **Trouble:** These are the unexpected troubles you encounter in running your business. They require you to put \$1 in the money pot. If you have a “Safe From Trouble” card, you can use it and be free from paying \$1.
  - d. **Safe from Trouble:** Players do a good deed for the community, and give away \$1. In exchange they are given a “Safe from Trouble” card, which can be used if they land on a “Trouble” square.
  - e. **Hatch Eggs:** When you “Hatch Eggs,” you trade in your eggs for more hens. You receive one hen for each egg you already have.
  - f. **Go to Market:** When you land on the “Go to Market” square, then you sell your eggs at the market. Players receive \$1 for every egg they sell at the market.



3. Follow the directions on the square; then pass the die on to the next player.
4. When you pass through the corner squares, you are given an opportunity to either “Hatch Eggs” or “Go to Market.” When you “Hatch Eggs,” you trade in your eggs for more hens. You receive one hen for each egg you already have. When you pass the “Go to Market” square, then you sell your eggs at the market. Players receive \$1 for every egg they sell at the market.
5. The game is over when a player has successfully made two rounds around the game board. If all of the players have made a profit at this point, and they have cash in hand, then the entire village community—that is, all the players—win the game.