

Chance or Choice: The Right Path Game

Changing our Lives through Choice after Chance or Crisis

Use: This activity may be used as a workshop, activity at a camp program or class

Goals:

Participants will come away gaining:

- Insight to imagine a positive life of their own design, molded by good choices, regardless of the circumstances

Timeframe: 60 minutes

Target Age: middle school age to adult

Activity



Procedure:

Supplies:

- ✓ Four scenario “kid” files, copied on 2” x 4” labels and mounted on file cards. Each set hole punched and bound with a split lock ring.
- ✓ Dice
- ✓ Grid with page numbers (1 per group)

✓ Grid without page numbers

Play:

Begin by dividing the group into four family groups. Give each group a “child” and have them imagine what their child will be like by age 14. **DO NOT LET THEM FLIP CARDS FORWARD!** After just a few moments of imagining what they want for their child, have them read the opening page about their child. Let each group share this opening scenario. Next, have each of the groups take turns reading out loud what is going on with their child at age 14 (the next page). After this, enter Chance into the game. Each group will take a turn throwing the dice and then progressing with their child’s life. If they roll an even number, they will progress through the grid by choosing the upper bracket, thus a positive outcome. If they roll an odd number, they will progress through the lower bracket, thus a negative outcome. Play continues with each group taking a turn and reading aloud.

FACILITATOR PLEASE NOTE: During this play, it is important to pay attention to “family” comments about their “child.” This can reveal false expectations, family pressures, society norms, etc., that can be brought out in debrief of the game at the end.

Background

In our daily living, we only really have three options to truly change our lives: Choice, Chance or Crisis. Even when life deals us the harshest blows, we still have choices to make in how we will react. When the NFL football star is struck down with ALS and becomes the team’s inspiration, we call that resilience! How do we instill that in a child? How we wish we could buy that and pass it around! As teachers or mentors, we all long for the inspiration to help kids have hope, regardless of their circumstance. The following game is designed to provide that hope for the future.

Reflection Questions:

At the end of the game, have each group take a moment to look at their page 16 (the most positive path) Page 24 (a middle path) and page 31 (most negative path). Point to the audience there are 4 indicators decided about these youth before the game began: Gender, economic status, physical attributes, and geographic location.



- Ask youth how they feel these 4 indicators can affect what you become.
- How much do they believe their choice NOW affect the outcome of their lives?
- Do parents have unrealistic hopes and dreams for their children?

- Who really controls where we go in life?
- What are some ways to insure we have a choice?
- How do you make a decision when you face a fork in the road?
- What happens when your plans hit a road block?

Once class discussion is complete, hand out grid without page numbers to each student. Ask them to think of a personal dilemma that may be currently affecting their lives. Have them work forward on the grid to think of what may happen if they handle in a “positive” or “negative” way. Encourage, but do not insist on sharing. This is a tool to help youth think through their decisions. Invite all youth to share in front of the class, or with a mentor or trusted adult.