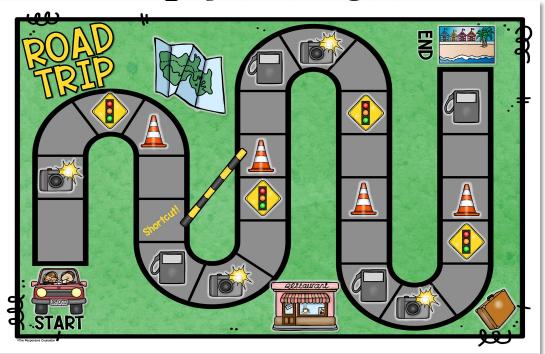
ROADTRIP



Who can make it to the beach first?



- Counseling students virtually? This resource now includes a Google Slides version of the game with an interactive gameboard and spinner! It is played in EDIT mode.
- When you send/share the link with students, do NOT choose the copy/make a copy option. You want to make sure that you and the student(s) are using the SAME copy of the game so that you are moving pieces on the same board.
- Also included as a PowerPoint for if you use Microsoft TEAMS
- Make a NEW copy each time you want to play, because during the game you will delete card backs.



ROADTRIP

DIRECTIONS

Premise: You are on a road trip to the beach! Make your way through construction, traffic lights, sight seeing, and fill ups to try and be the first one there.

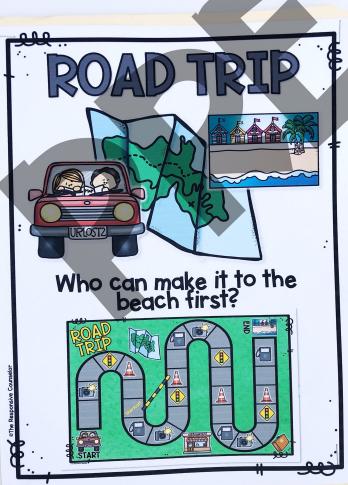
Objective: Get your player piece to the end of the board by spinning the spinner or rolling the die answering questions about yourself, your strengths, your thoughts, and the people who care about you.

Game Play:

- Each player selects a vehicle playing piece.
- Players take turns rolling the die (or spinning the spinner), starting with the youngest student.
- Move however many spaces the die or spinner states.
- If you land on a:
 - Construction Cone: Pull and read a CHANCE card. Move forward or backward however many spaces it says.
 - Camera: Pull and read a LOOK + SEE card. These cards ask you to come up with helpful self-talk.
 - Stop Light Sign: Pull a STOP + GO card. Read what it says and finish the sentence. These cards ask you to share information about yourself.
 - Gas Station: Pull, read, and answer a FILL UP card. These cards ask about your goals, social support, and coping strategies.
 - "Shortcut!": Move across the black and yellow pole to the orange cone! Pull and read a CHANCE card.
- It is ok for players to be on the same spot.
 - The first player to reach the beach wins!







ROAD TRIP

DIRECTIONS

Premise: You are on a road trip to the beach! Make your way through construction, traffic lights, sight seeing, and fill ups to try and be the first one there.

Objective: Get your player piece to the end of the board by spinning the spinner or rolling the fie answering questions about yourself, your strengths, your thoughts, and the people who care about you.

Game Play:

- · Each player selects a vehicle playing piece.
- Players take turns rolling the die (or spinning the spinner), starting with the youngest student.
- Move however many spaces the die or spinner states.
- If you land on a:
 - Construction Cone: Pull and read a CHANCE card. Move forward or backward however many spaces it says.
 - Camera: Pull and read a LOOK + SEE card. These cards ask you to come up with helpful self-talk.
 - Stop Light Sign: Pull a STOP + GO card. Read what it says and finish the sentence. These cards ask you to share information about yourself.
 - Gas Station: Pull, read, and answer a FILL UP card. These cards ask about your goals, social support, and coping strategies.
 - "Shortcut!": Move across the black and yellow pole to the orange cone! Pull and read a CHANCE card.
- It is ok for players to be on the same spot.
- The first player to reach the beach wins!

The Responsive Co

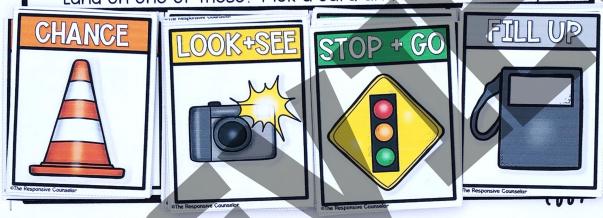
cee

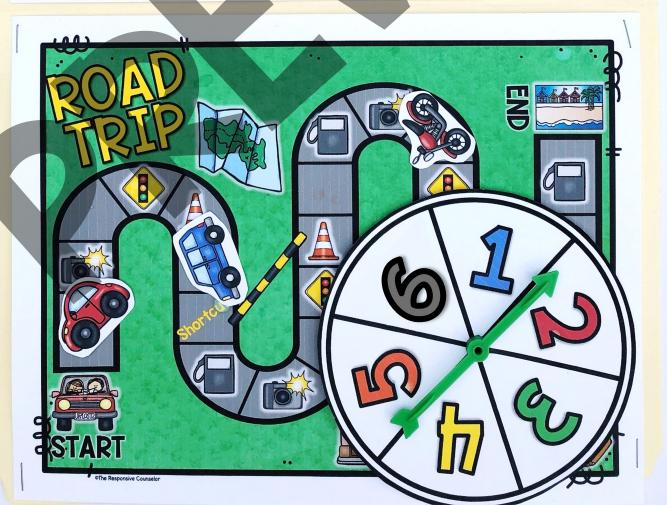


Game Play:

- Each player selects a vehicle playing piece.
- Players take turns rolling the die (or spinning the spinner), starting with the youngest student.
- Move however many spaces the die or spinner states.
- If you land on a:
 - Construction Cone: Pull and read a CHANCE card. Move forward or backward however many spaces
 - Camera: Pull and read a LOOK + SEE card. These cards ask you to come up with helpful self-talk.
 - Stop Light Sign: Pull a STOP + GO card. Read what it says and finish the sentence. These cards ask you to share information about yourself.
 - Gas Station: Pull, read, and answer a FILL UP card. These cards ask about your goals, social support, and coping strategies.
 - "Shortcut!": Move across the black and yellow pole to the orange cone! Pull and read a CHANCE card.
- It is ok for players to be on the same spot.
- The first player to reach the beach wins!

Land on one of these? Pick a card and read what it says!





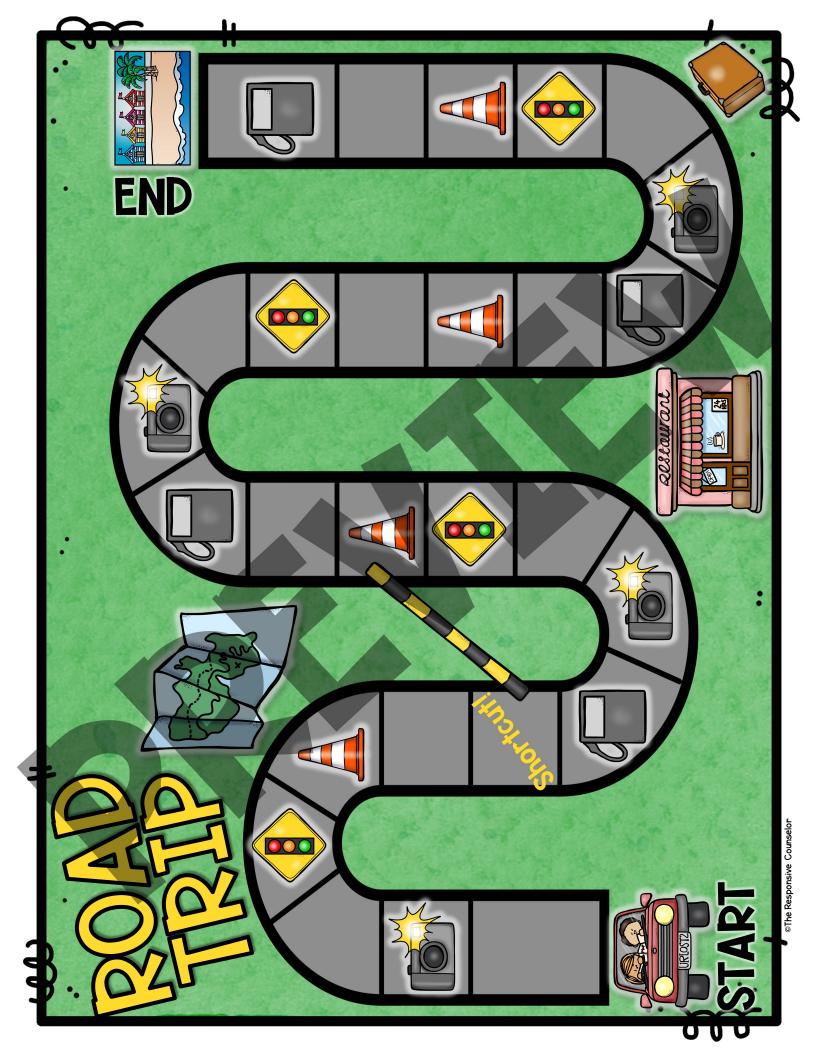
AISI OVOSI-

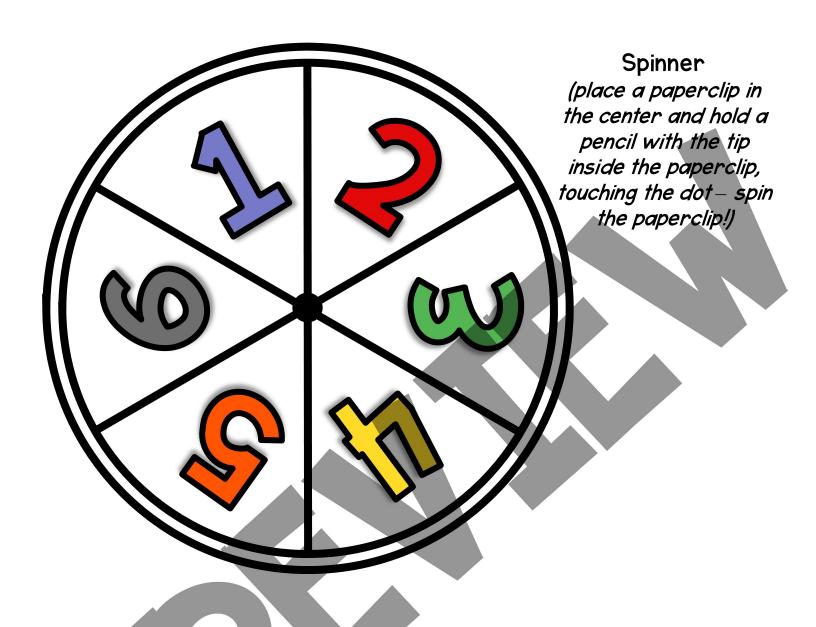
Game Play:

- Each player selects a vehicle playing piece.
- Players take turns rolling the die (or spinning the spinner), starting with the youngest student.
 - Move however many spaces the die or spinner states.
- If you land on a:
- Construction Cone: Pull and read a CHANCE card. Move forward or backward however many spaces
- Camera: Pull and read a LOOK + SEE card. These cards ask you to come up with helpful self-talk.
- Stop Light Sign. Pull a STOP + GO card. Read what it says and finish the sentence. These cards ask you to share information about yourself.
- Gas Station: Pull, read, and answer a FILL UP card. These cards ask about your goals, social support, and coping strategies.
- "Shortcut!": Move across the black and yellow pole to the orange cone! Pull and read a CHANCE card.
 - It is ok for players to be on the same spot.
 - The first player to reach the beach wins!

Land on one of these? Pick a card and read what it says







Playing Pieces



RESPONSIVE SCOUNSELS.

Hey y'all! I'm Sara. I create resources for elementary students, counselors, ad teachers that improve social emotional learning and classroom culture. My focus is making things that are effective and engaging for WIGGLY + CHATTY learners and that utilize wording and scenarios accessible to underserved and ELL populations.



ducation

B.A. from Michigan State University Psychology and Anthropology

M.S. from Vanderbilt University Community, Research, and Action

M.Ed. From Vanderbilt University Human Development Counseling: School Counseling and Clinical Mental Health Experience

I started my post-grad career as a school-based therapist before becoming an elementary school counselor. Social and emotional learning in youth is my passion, whether through large group prevention, individual intervention, or parent and teacher education! I have been an elementary school counselor since 2012, providing a comprehensive school counseling program to a diverse population.

Let's Cohhect: PI Cohhect: PI