

# Positive progress

This game is a fun game to facilitate the children's knowledge

**You will need:** a set of 16 cards in total (two of each); a copy of the progress track and a coloured counter for each player.

- Shuffle the cards and place them face down on the table. Each player positions their track in front of them and puts their counter on the start square.
- On their go, a player turns over two cards. If they match, the player takes the cards and moves their counter along one square (a tick – move forwards; a cross – move backwards). If the cards don't match, the player returns them.
- Players continue until all the cards are taken. Obviously players will want to avoid matching the negative cards.
- If a player lands on the lowest or highest square on their track, they continue to take two cards but ignore instructions that would move them off the board.
- At the end of play, the player who is furthest along their progress track wins.

<b>You help someone who is unhappy</b> ✓	<b>You return a bag to lost property</b> ✓
<b>You put litter in the bin</b> ✓	<b>You don't let someone play your game</b> ✗
<b>You let someone share your book</b> ✓	<b>You ignore a friend who is upset</b> ✗
<b>You make friends with someone new</b> ✓	<b>You don't put litter in the bin</b> ✗

start