

Tabletop Game to Introduce Concepts

Prepare Game

1. Print out copies of file "TDL Tabletop Game" on 11 x 17 paper. (It is suggested that you laminate each copy for multiple uses.)
2. Print game cards (group 1 and group 2) on two colors of paper and cut.
3. Place one stack of each color on corresponding place on Game board.
4. Gather dice and small objects for each student to move around the board.

Directions:

1. Divide the students into groups and give each group 1 dice
2. Give each student a very small block of different colors to represent their truck.
3. Each student is to begin at the START position and roll the dice and move the appropriate number of places around the board.
4. When they land on a Stop sign they must take a card from the pile and follow the instructions. If they have not reached the distribution center, they take a card from Group 1; if they have passed the distribution center, they take a card from Group 2.
5. Give students 15-20 minutes to play the game.
6. Goal is to get product from manufacturer to retail store (Finish). First person to do so in each group is winner.

Debrief:

What new terms did you learn?

What do those terms mean?

What did you learn that about transportation that you didn't realize before?

What does a distribution center do?

Who does a store depend on to get their goods?

Tabletop Game Board is in a separate file.

Game Pieces for Group 1 on colored paper

Gas prices just went up and you are going to have to slow down to conserve fuel. Skip a turn.	Distribution Center has no room for product; Go back one space and wait.	Invoice or Bill of Lading wrong; go back one space.
Customers complaining about defective product. Return to Manufacturer	Just received word store paid extra to get product quick. Move two extra spaces.	The weather has closed roads; skip a turn.
Truck has mechanical problems, go back one space to be fixed.	Weigh Station closed go ahead 1 space.	Too many trucks unloading at distribution center. Sit where you are for one turn.
Manufactured recalled product; Go back to Manufacturer.	In traffic jam on interstate due to accident. Sit still one turn.	Found new route that will save time, move forward two spaces.
Everything going great, go forward 1 extra space.	Distribution Center getting new shelving. Sit on dock in Distribution center an extra turn.	Short of help in distribution center. Sit still one turn.

Game Pieces for Group 2 (Copy on different color of paper)

<p>Gas prices just went up and you are going to have to slow down to conserve fuel. Skip a turn.</p>	<p>Product not shipped with approved carrier by store. Skip a turn.</p>	<p>Invoice or Bill of Lading wrong; go back one space.</p>
<p>Customers complaining about defective product. Return to Distribution Center</p>	<p>Just received word store paid extra to get product quick. Move two extra spaces.</p>	<p>The weather has closed roads; skip a turn.</p>
<p>Truck has mechanical problems, go back one space to be fixed.</p>	<p>Loaded wrong product; go back to distribution center.</p>	<p>Everything going great, go forward 1 extra space.</p>
<p>Store needs product at distribution center. Move out of distribution center 1 space.</p>	<p>In traffic jam on interstate due to accident. Sit still one turn.</p>	<p>Found new route that will save time, move forward two spaces.</p>
<p>Too many trucks unloading at store. Sit where you are for one turn.</p>	<p>Carrying Suntan lotion which is leaking because it was not packed correctly at distribution center. Take back to distribution center to be repacked</p>	<p>Delivery on time, move forward 1 space.</p>