

# Build Your Own Board Game: Relationships Edition

# Respectful Relationships

To create and play a board game that helps students explore respectful relationships, decision-making, and empathy in a fun and engaging way.



## Learning Intentions

**Students learn to work in a team to design a game that explores respectful relationships and personal boundaries.**



This encourages students to critically think about social dynamics while practising cooperation and creative thinking.

**Students learn to apply their knowledge of topics such as consent, emotional safety, help-seeking and communication into gameplay scenarios.**

This helps students connect real-world issues to engaging and fun ways of learning.

**Students aim to reflect on how games can influence understanding and spark meaningful conversations about relationships.**

This promotes deeper learning and empathy through shared play.



## Success Criteria

### Creative Design:

Students produce a playable board game that includes clear rules, game pieces, and a strong theme related to relationships.



### Team Collaboration:

Students work effectively in groups, share responsibilities, listen to ideas, and make decisions together.

### Relevant Content:

Games reflect key Respectful Relationships focus areas such as respectful behaviour, empathy, recognising power imbalance, gender norms, help seeking and emotional safety.



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## Objective:

To create and play a board game that helps students explore respectful relationships, decision-making, and empathy in a fun and engaging way.

## Players:

Groups of 3–5 students, then rotated to play other groups' games.

## Materials:

Provide students with a range of game board building and game play materials such as:

- Paper, cardboard, coloured pencils, glue, scissors
- Dice (6-sided)
- Playing cards (optional)
- Tokens or player pieces
- Printed scenario cards (optional)

## Setup:

Introduce the goal: Design a board game that teaches or explores a concept related to respectful relationships. Provide these *theme examples* to spark ideas:

- Navigating tricky friendship dilemmas
- The "Respect Quest": Making choices to build trust
- Unpacking gender stereotypes
- Consent and communication zones
- The Emotion Maze: Managing feelings respectfully
- Digital drama and texting boundaries
- Power & Respect: Team challenge missions

## Activity:

### 1. Design Your Game:

Groups brainstorm a title, objective, rules, start/end point, and challenges. It must include:

- A game board
- At least 6 scenarios or action cards based on one or more Respectful Relationships themes
- A way to win (e.g. collecting respect tokens, reaching the "Healthy Relationship" zone)

### 2. Build It:

Use creative materials to bring the board and cards to life. Encourage visuals, humour, and character building.

### 3. Play & Reflect:

First, students test their own game. Then, swap and play another group's game (this could be done over several lessons). Provide feedback using a peer review template:

- What did you enjoy?
- What messages did the game teach?
- Any suggestions to improve?



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### Reflection Prompt:

- What relationship skills did your game explore?
- How did you and your team work together during the creation?
- What's one thing you learned from playing another group's game?

### Winning the Game:

Each game has its own victory condition. But success also means creating a fun and thoughtful game that helps everyone reflect on relationships in a new way.

### Additional Notes:

This project taps into students' creativity, social skills, and emotional intelligence. It transforms learning about respectful relationships into an experience of co-creation, collaboration, and critical thinking.

