

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 work in teams 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 explore reflecting 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:

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

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 social media 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 Relationship 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. Provide feedback using a peer review template: This is great resource to rotate through and play a different game each week.

- 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.

