Safeguarding activity rules

What you will need:
- A scorecard (optional).
- Activity mat (from confidentiality activity) or board.
- 2 x dice.
- Models of clients (either use the template provided) or encourage learners to create these.

Playing the game
Teams take turns to roll the dice and move their client around the board the number of spaces shown by the dice. While moving around the board, teams land on different coloured spaces and answer questions on good practice, room for improvement or general questions about safeguarding. The team not throwing the dice asks the questions. The team who has thrown the dice then discusses the answer and the spokesperson gives the final answer. The opposing team then decides on how many points to award. The maximum number of points per question is five but it may be decided to award fewer depending on how detailed the answer is.

Question spaces and cards
If the team lands on a question space, a question card is selected by the opposing team and read aloud to the group. The team that has thrown the dice must then answer the question.

Good practice spaces and cards
If the team lands on a good practice space, a good practice card is selected by the opposing team and the information is read aloud to the group. The team that has thrown the dice must then answer the question.

Room for improvement spaces and cards
If the team lands on a room for improvement space, a room for improvement card is selected by the opposing team and the information is read aloud to the group. The team that has thrown the dice must then answer the question.

Finish
Once a team crosses the finish line, the game has finished for that team. The winning team is not the one that has crossed the line first but the one with the most points.

Top Tip
To extend this activity, the learners can develop their own questions and answers to ask the opposing teams. This will develop team working skills and also test knowledge and understanding around safeguarding.