



## Truth or Consequences



**Directions:** Use markers (e.g. game pieces, coins, candy) to indicate each player. Play the game by taking turns to roll a dice or draw a number (from 1-6), then moving your piece the indicated number of spaces. Read the scenario on the space. If the number rolled/drawn is *even*, the player must state how they would tell their parents, friends, or other trusted adult the “truth” about the situation. If the number rolled/drawn is *odd*, the player must state a potential outcome or “consequence” of “not telling the truth.”

**Example:** You land on the space reading, “You get weird messages from someone online.” If you rolled an *even* number to get there, you might say, “Mom, I have been getting weird messages online. I don’t reply to them, but I’m not sure what to do.” If you rolled an *odd* number, you might say, “If I don’t tell someone about the messages, I might keep getting them and the person sending them may send them to someone else and cause harm. Someone could get hurt.”

**Teacher’s Note:** This game may also be played as a large group without the board. Simply read a statement and call on a student, asking them for either a “Truth” or “Consequence.”