

# THE MINISTRY OF PARENTING

## WHEEL OF STOP

### Instructions

**Lucky Bag** – The facilitator will now let the player chose a present from within the lucky bag (this is not provided within the game and is down to the facilitators discretion)

**Pass** – If a player lands on pass they must skip their go and hand the play over to the other team.

### Contents

1 Board	Set of Chance Cards
1 Bell	Set of Situation Cards
2 Card Holders	Point scoring sheets

### To Win

Although the winning is determined by the team with the most points, we believe you are all winners.

### Objective of the Game

The objective is to not only gain your team points but to gain knowledge and understanding of how others may deal with a situation.

### To Play

The facilitator should first split the parents into two teams.

A parent from team 1 or 2 spins the spinner (spins are alternated by teams and players) and shall now follow instructions depending on which part of the game the spinner lands on:

**Logistics** – The facilitator should draw a card from the Situation holder and read the question aloud to the playing team. Players on this team will now battle for the bell to answer the question. Points for answers are decided by the facilitator.

**Chance**– The facilitator should draw a card from the Situation holder and read the chance aloud to the playing team. Depending on which card is drawn depends on which chance the team may get.

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