

Front Desk Life-Sized Board Game

Description & Book: In honor of Mia's love of the game Monopoly, let's play a life-size board game based on the book. Participants can play as individuals, as a family, or for school groups as groups of 2-3 students per team. Front Page by Kelly Yang

Materials: colored construction paper, printed gameboard spaces, dice, play money, jars/bowls; pens/pencils/paper if doing optional writing prompts

Estimated Cost: \$30 (\$14 to purchase play money, \$3 for 10 dice, \$10 for construction paper)

Prep time: 2-4 hours planning and printing; 45 minutes day-of program set-up.

Instructions:

For set-up, make a life-sized "board" by putting colored paper in a trail on the floor of program area to represent the game board spaces, winding around to be as large or small as space and length of program allow, with a starting line and a finish line. Near the finish line have jars, bowls, etc. labeled with expenditures like pay for a new washing machine, install security cameras, buy blue jeans, pay the entry fee for the essay contest, pay medical bills, or buy the hotel.

Among the game board spaces, include several printed pages with the 2-5 each of the following game categories:

- Quick Quiz - book trivia; include questions like "What did Hank mix in with his ground beef to make hamburgers?" or "Instead of saying, 'cheese' when having their picture taken, what does Mia's family say?" or "What is Mia's mom's comfort food snack?" Offer a set amount of play money per correct answer.
- Hazard - problems from the story that cause players to move backwards; include things like "the washing machine breaks - move back one space" or "you scratched your nose with your middle finger - move back two spaces".
- Move Your Body - physical actions to perform; include things like "pretend you are washing towels in the bathtub like Mia and her father (using their feet) to earn \$5" or "you are Hank chasing down the man who tried to rob the motel, so run around the outside of the gameboard two times to earn \$10" or "use chopsticks to pick up a pair of dice to earn \$1"
- Think About It - questions that encourage player to reflect on a theme or lesson from the book, such as "How would you feel if someone you loved got beat up?" or "Why do you think Mia lied about having a dog?" or "What makes Mr. Yeo think he can cheat Mia's family by changing their payment agreement?"

To play, participants roll dice to move forward. As they land on special game category spaces they answer questions and complete tasks to move ahead and to earn money. After reaching



the finish line, the player/team gets to choose which expenditures to put their money towards, which can lead to some great discussions about priorities and needs.

Participants can also be split into two smaller groups with one playing the board game while the other half considers Mia's activism as she sees injustice and takes action to change it and discusses or answers writing prompt questions like:

- What is something that happened in Front Desk that you'd change if you could? How could you change it?
- What's something you believe in enough to write letters like Mia does? It can be a big issue like racial profiling or it can be something smaller like bullying or school lunches.
- What's something you could do to fight for someone who is going through the same kind of racism or poverty or bullying right now?

Additional Resources:

Learning Objective:

Prepared By: Natasha Forrester Campbell



