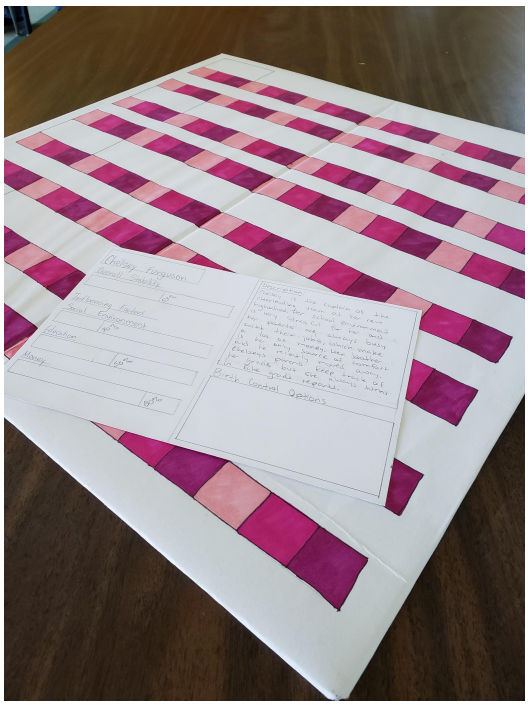
Projects in Progress
Spring 2019

Probability Board Game
Wanda Little - 10th Grade



What I did...

The goal of the project was to take a real life situation and create a board game about it, while integrating probability. I decided to do my board game about teen pregnancy. I knew I wanted to have the goal of the game to be to end with a certain amount of stability. Stability would be a mix of the players' financial, educational, and social status. I created event cards that will influence a players stability. I set up the board to have the players start as if they were in their first year of high school, and go to their senior year. To keep track of players stability, I created player cards that will have their stats recorded on it and other information, such as what type of birth control they have access to. To integrate probability into the game I made dice. The 6 sided die is used for moving at the beginning of each turn. The 20 sided die is used for the determining the probability for having access to different types of contraception and engaging in sexual activity throughout the game.

What I learned...

I chose teen pregnancy because it has a lot to do with women's rights. I believe in a woman's right to have an abortion. Abortion should be an option for women who get pregnant as teenagers. When people play my game, I hope they learn that there are a lot of different things that influence teen pregnancy. I want people to understand that people should have a choice regarding their body and that having a baby is a big choice to make in high school and throughout life. I think that a lot of people don't understand the situations that women encounter. Other people, especially men, don't have the right to make decisions about a woman's body. I want people to start understanding the risks and benefits about sexual activity, especially for teenagers. I especially want women to be able to have the choice throughout their life when it comes to having children and to understand that they have options.