FAST-PACED ACTIVITIES

Three activities designed to provide an interactive way for students to get an overview of how food insecurity affects a community. Each activity is quick and easy to complete and provides a foundational knowledge that will begin the path to understanding food insecurity. Each activity addresses one critical factor in the challenge to be food secure.

FIGHT HUNGER ROADMAP

Students will be divided into two teams and race to create an access road using cards. Students will discuss how different resources can make it easier and/or more difficult for people to access food.

Purpose: To identify how resources impact access to food.

Pre-assessment Questions:

- What is food security?
- What are resources?
- What are some resources that impact food security?

Discussion Questions:

- Did you make the connection from Food to People?
- Which cards did you use to make the connection?
- Were some of the cards harder to use than others?
- In real life, how might the resource on the card help people access food? How might that resource make it more difficult for people to access food?

Facilitator Tips:

- Keep each game board set separate.
- Encourage teamwork.

What's Included:

- Instruction Card
- 2 Decks of Game Cards (12 cards in each deck)

x1

2 Game Board Grids

x1



x1

x1

x2

x2

x1

x1

Fight Hunger Roadmap - Instruction Card

Overview: Students will be divided into two teams and race to create an access path using cards. Students will discuss how different elements can make it easier or more difficult for people to access food.

Directions:

- Divide students into two teams.
- Shuffle each deck of cards separately.
- Randomly place the cards face up within the **blue spaces** on the game board grid, leaving the **center red space** empty.
- Using the cards, create an access road between the food and the people.
- There are 5 types of cards that represent different resources:
 Location, Nature, Community, Transportation, and Finances. Try to use at least one of each type of card in the access path.
- Cards may slide up, down, left, and right. Cards may not slide diagonally, and must be placed in an open adjacent space. Cards may not be picked up and moved to a space across the board.
- The team that completes the access path first, wins.

What's Included

- This Instruction Card
- 2 Decks of 12 Game Cards
- 2 Game Board Grids



x1





x2

x12 x12

Each Deck of Game Cards includes:



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x1

x1

x1

x1

x1

x2

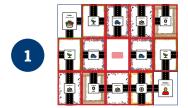
x1

x2

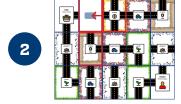
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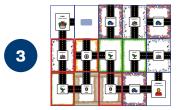




Arrange the 12 cards randomly on the blue spaces, leaving the red space empty.



By sliding the cards up, down, left, and right into the adjacent blank space, create an access road from the **Food** (top left) to the **People** (bottom right).



As an added challenge, try to "collect" all 5 resources along your created access road.

