

# Wizard of Oz

## Make your own board game

Devised by Mónica Rivas Velásquez

In this activity you will make a board game, inspired by the film **The Wizard of Oz**, to play with your family. The aim of the game is to journey through the board, earning 4 cards as you go. When you get past the challenges on the **Yellow Brick Road**, you arrive at the **Wizard of Oz's castle** and send Dorothy home!

### What do you need?

Materials:

- Paper or card to make the board
- Paper or card to make the cards
- One dice (you can also use a digital one)
- Coloured pencils and pens
- Magazines, coloured paper and other materials to use for collage
- Scissors
- A tv, computer or phone to watch the film on

**Quick tip:** If you haven't played Snakes and Ladders before, make sure you check it out! Creating your Wizard of Oz board game will be much easier if you do.

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## 1. Watch the film

Watch the film **The Wizard of Oz** (1939) with your family (it is currently available on Netflix; for purchase on Google Play; or you can look at videoclips on YouTube)

## 2. Build or draw a map of Oz

Build or draw a map of Oz. Like Snakes and Ladders, draw a grid on a large piece of paper. Starting at the bottom left-hand corner, start writing numbers in ascending order, from 1 until your grid ends. Write your numbers from left to right along the first row, then from right to left across the second, and alternating until you run out of space.

This grid will be your **Yellow Brick Road**. You can, choose how long or short you want to make it!

On your Yellow Brick Road draw the following squares:

Your first square is Dorothy's house (number 1 on the board). Each player starts the game from this spot.

Then, draw the following characters and objects on random squares on the board:

**The Scarecrow** (where you can earn the BRAIN card)

**The Tinman** (where you can earn the HEART card)

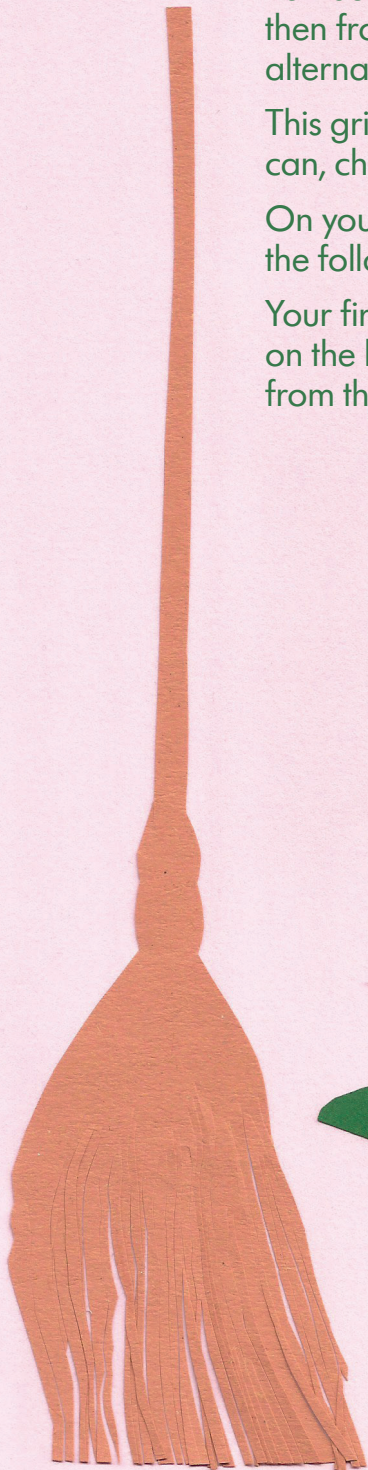
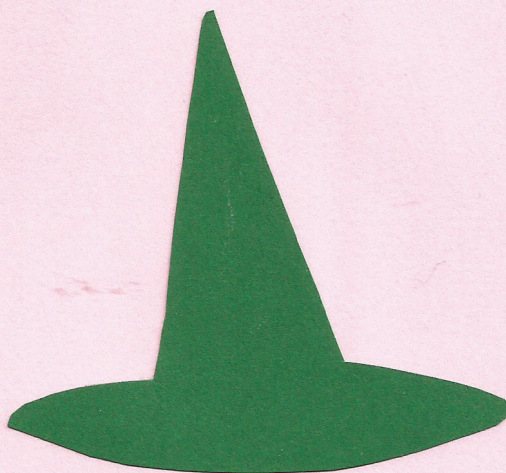
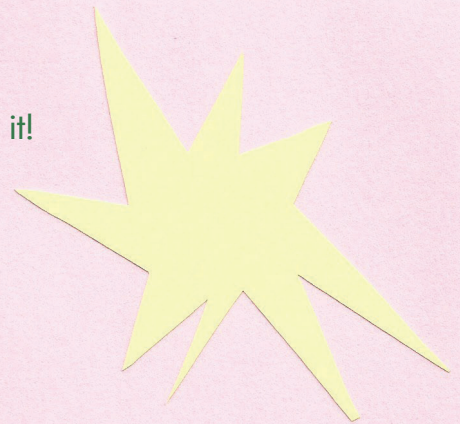
**The Lion** (where you can earn the COURAGE card)

**The Wicked Witch of the West and her broom** (if you land on her you move back 6 squares)

**The Poppy Field** (if you land here Dorothy falls asleep and you skip your next turn)

Draw 2 **Rainbows** on your board, make sure your rainbows lead from one square into another – they are bridges that will skip you forward

Place the **Wizard of Oz's Castle** on the last square of your board – this is where you earn the HOME card, the last one, before winning!



The background is a solid teal color. In the top left corner, there is a rainbow made of four curved strips of paper in orange, yellow, blue, and light blue. To the right of the rainbow are three green leaves of different sizes, pointing upwards. In the bottom left corner, there is a red rectangular area containing a green heart shape. In the bottom right corner, there is another rainbow made of five curved strips of paper in blue, yellow, purple, pink, and orange. To the right of this rainbow is a green leaf pointing upwards.

### 3. Create the cards

After drawing your board, create 4 of each of the following cards, you should end up with 16 cards altogether.

**Heart**

**Brain**

**Home**

**Courage**

## 4. Rules of the game and how to play

Choose tokens to play with, you can make some or borrow from another game.

Each player is **Dorothy**. The aim is for each player to start on the first square and travel through the board collecting 4 cards until you reach **Oz's castle** on the last square.

The first person to collect all 4 cards and reach Oz's castle wins the game and gets to send Dorothy home!

First, everyone must throw the dice and whoever gets the highest score starts their journey on the **Yellow Brick Road**.

Each player must land on **The Scarecrow**, **The Tinman** and **The Lion**, collecting a card for each one. If the number you rolled on the dice doesn't land your token on the next character, you must try again in the next round.

Each player has up to 3 goes to reach the next character on the board. If you get stuck, **you need to sing a song from the film or say a phrase you remember!** Then you can get the card and carry on.

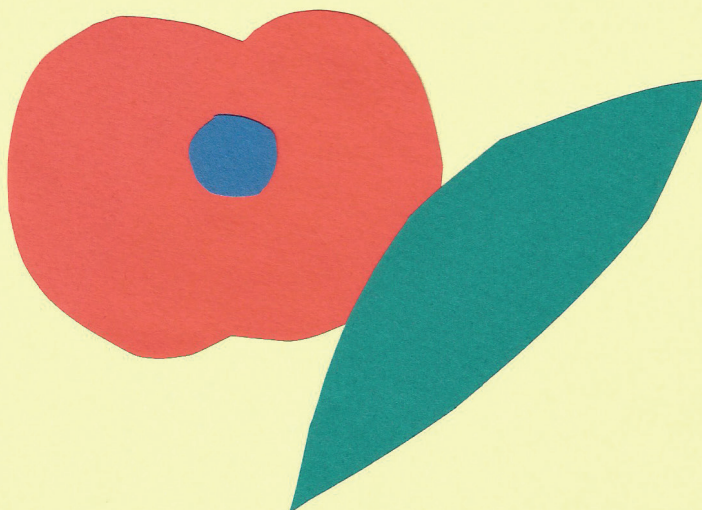
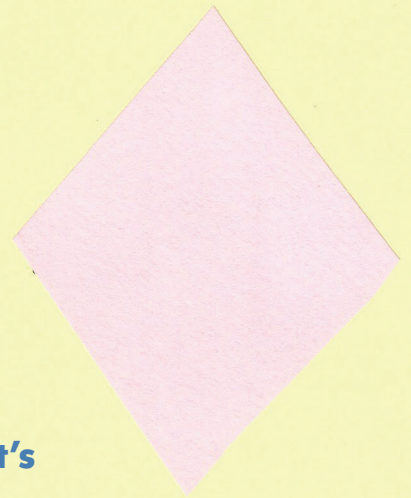
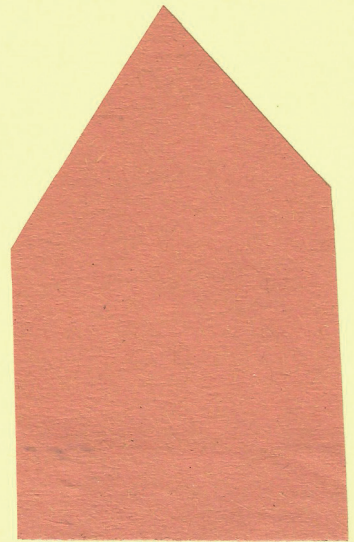
If you land on **The Poppy**, Dorothy falls asleep and you must skip your next turn.

Landing on **The Wicked Witch of the West's Broom** sends you back 6 squares.

The 2 **Rainbows** act as bridges and move you forward to the square where they land.

The first person to arrive at **Oz's castle** (the last square), earns the final card and wins the game! Remember to tap your heels together and say, "there's no place like home".

These are just our suggestions – you can make more rules, play with how you represent the characters and make your own version of the game.



Photograph and upload onto Instagram, Facebook or Twitter and tag us @BarbicanCentre – we'd love to see what you've made!!



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