



Welcome to the world of Youth 360°, where we know that how & where we live, learn, & play matters.

Travel through the rings of the board to explore the interrelated factors that can affect health outcomes.

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OBJECT

Be the first team to reach the center of the board by sharing real world examples of Youth 360° approach.

Your journey from the outside to the center of the board exemplifies the Youth 360° approach and the need to address the complex array of factors—or social determinants—at the societal, community, relationship, and individual levels—that affect health outcomes.

MATERIALS

- Youth 360° Game Board
- Youth 360° Cards
- Game pawns
- 2-minute sand timer



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INSTRUCTIONS

Separate into teams of 3-4 people, with no more than 4 teams per game. The team with the person who has been a Healthy Teen Network member the longest starts first. Rotate to the team to the right, next.

1. A team member selects a Youth 360° Card from top of the stack and reads the prompt.
 - a. Place used cards in the discard pile. If you run out of cards, shuffle and reuse cards from the discard pile.
2. Team has 2 minutes to craft and share a response. Other teams monitor time using the 2-minute sand timer.
 - a. If an example is required, you may give an example you have done, you have seen done, or you want to do.
 - b. If the team cannot give a response, they do not advance.
 - c. There are Shortcut and Road Block cards with prompts to advance, go back, or stay in the same space.
3. Any opposing teams may accept or challenge the team's response.
 - a. Challenging team must state grounds for challenge immediately and as briefly as possible (60 seconds).
 - b. Answering team has 60 seconds to defend their response.
 - c. All teams vote to accept or refuse the response. Majority rules.
4. If response is accepted, team advances game pawn according to the instructions on the card. Follow the arrows to journey in a spiral toward the center of the board.
5. Next team takes a turn, and instructions repeat. The team who advances first to the Youth 360° in the center of the board wins. You do not need to land in the center by an exact count.

GET THE GAME

Download Youth 360°: The Game, free, from Healthy Teen Network: www.HealthyTeenNetwork.org/Youth360/Game.

Suggested Citation: Healthy Teen Network. (2015). Youth 360°: The Game. Baltimore: Author. <http://HealthyTeenNetwork.org/Youth360/Game>



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