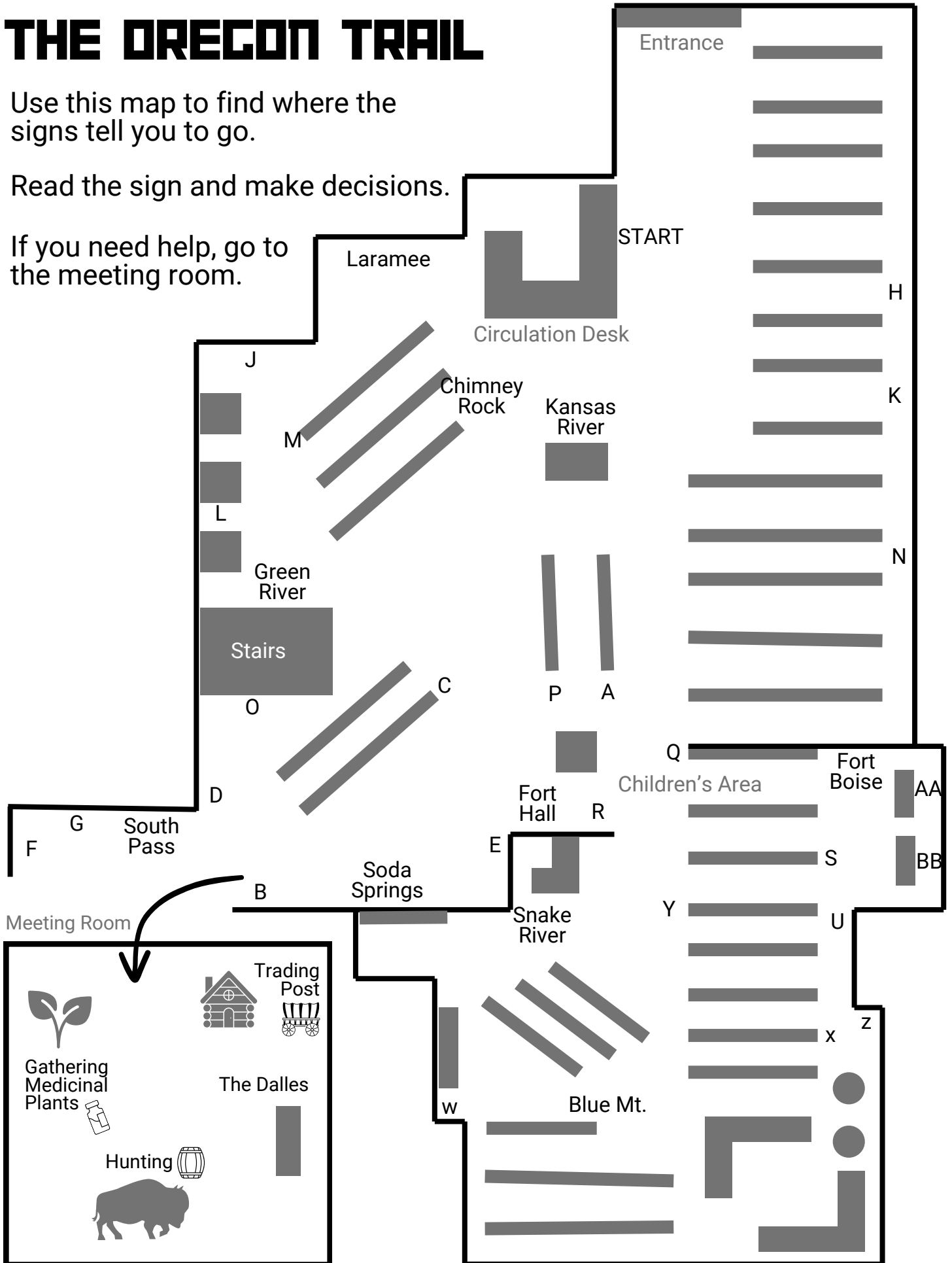


THE OREGON TRAIL

Use this map to find where the signs tell you to go.

Read the sign and make decisions.

If you need help, go to the meeting room.



THE OREGON TRAIL

Welcome to the Oregon Trail!

1. Use the map on the back of this page to find the next sign.
2. Read the sign.
3. Make a choice and go to the next sign as directed.
4. Keep going until you settle or die!

Need help? Go to the meeting room for help.

NOTES:

START THE ADVENTURE - INSTRUCTIONS

You are helping families start a choose your-own-adventure through the library.

1. Greet the patrons and invite them to participate in the program
2. Explain that the program is like a choose-your-own-adventure book, so they will need to **read instructions** and **make choices** as they go through the program.
3. Explain they will play the game as a group.
4. Direct the patrons to visit the "General Store" set up on the side of the circ desk to pick up **one worksheet** for their group.
5. Direct the patrons to go to the **Kansas River**.

TRADING POST - VOLUNTEER INSTRUCTIONS

You are helping patrons “find the supplies they need”. The group flips three cards over in the hopes of finding a pair that match.

If the patrons don't find a match, it is game over! You can send them to the end for their finisher button.

If the patrons find a match they get to keep playing!

After each group, flip over the cards picture side up and mix them up.

MEDICINAL PLANTS - VOLUNTEER INSTRUCTIONS

You are helping patrons “pick plants” that will heal them. The group has two chances to flip over a card to find a plant that says “yes!”.

If the patrons don’t find a medicinal plant, it is game over! You can send them to the end for their finisher button.

After each group, flip over the cards picture side up and mix them up.

HUNT FOR FOOD-

VOLUNTEER INSTRUCTIONS

You are helping patrons “hunt for food” so they can have enough food to continue their journey. Every person in the group has one chance to shoot.

1. Ask the patron to stand behind the taped line
2. Give the patron a nerf gun
3. Instruct the patron to shoot the nerf gun at one of the animals
4. Give the next patron the nerf gun
5. Collect the “bullets” and reload

If the patrons don't hit an animal with the nerf bullet, it is game over! You can give them their finisher button. They can start the game over at the front of the library if they want.

If the patrons hit an animal they get to keep playing!

After each group, collect the “bullets” and reload the nerf guns for the next group.