THE SAGE DAD

SMALL ADVENTURES. TIME TOGETHER.

Kindness Quest: A Printable Board Game

SD-B166 / DISCOVERERS · AGES 7–9

Roll, move and do each kind act to reach the finish line.

YOU NEED: a die, a small token for each player (a coin or button) and a pencil

START	1 Say thanks to someone — go +1	2 Smile at 3 people	3 Offer a hug — +2	4 Pick up litter — go +1	5 Ask 'How are you?'
11 Call a relative — go +1	10 Hold a door	9 Leave a kind note	8 Compliment a friend — +2	7 Tidy for someone	6 Share a snack — +1
12 Help set the table	13 Say sorry for something — +2	14 Listen without talking	15 Draw a card for someone — +1	16 Pet-sit a toy	17 Say 'I appreciate you' — +2
FINISH	22 Cheer someone on — +2	21 Share a joke	20 Thank a helper	19 Include someone new — go +1	18 Plan a surprise

HOW TO PLAY

Take turns rolling and moving. Do the kind act on your square (or talk about how you could). '+2' means move ahead two more. First to FINISH wins, then everybody celebrates.

Player 1: _____ Player 2: _____ Player 3: _____

GROWN-UP GUIDE: Read each square aloud and let the player actually do the kind act or talk about it. Squares are suggestions; players can swap in their own. The point is the doing, not who wins.

NAME OR MARK: _____