

Down with the Sickness

This is a game that can be played in a classroom or a gymnasium to introduce students to concepts of disease control and prevention. The larger the group, the more fun it can be! This activity works best with some technology integration but can be played without. Additionally, a graphic organizer was created to help streamline the gameplay process.

What You Need:

- **A classroom of kids (25-30 students works best)**
- **Teacher/leader**
- **A computer**
- **Projector**

Optional

- **Plickers**

You and your class are epidemiologists caught in the middle of an outbreak of a disease. The Objective of the game is to collect data on how long this disease spreads around your classroom. Students will be given a status of “susceptible” or “infected” at the beginning of the game. As the game continues, students will change their status between susceptible, infected and recovered, until there are no more infected individuals in the classroom. After students have completed the activity, they can graph the data they collected and answer questions about how to prevent the disease from spreading.

Instructions:

1. Print out materials for the students to use in the project. Each student should get a set of instructions, a status sheet and the graphic organizer with a blank graph.
2. Have the students move the desks so that there is enough room to move around the classroom comfortably.
3. Pass out the materials. Each student should have:
 - a. “Status” cards. Students will be designated “susceptible” or “infected”. (for best results, 3-5 students should be designated infected)
 - b. Data Collection Sheets. These will include instructions to help students, a chart to collect their data, and a graph to help them analyze their data.
4. Let the class know what the activity is and what they are expected to do. Tell students that they are not expected to run or chase people.
5. Collect the initial status of the entire class first. This will be done by asking for a class total, then counting the number of infected individuals. To find the amount of susceptible people, subtract the number of infected from the total number of students in the class.

6. Once you have the initial status, students will move around the classroom for 15-30 seconds. At the end of that time they will stand next to a partner. If they cannot find a partner, they will join a group of 3.
7. Students will then share their status with their partner/group:
 - a. If they are **Susceptible and** they sit with an **Infected** person, they change their status to **Infected**, if not, it remains the same.
8. Once students have shared their status with their groups, collect the data of the group by conducting a “hands-up” survey. If you downloaded Plickers, you can use the cards to collect the data and have it be displayed on a projector. Only ask for the number of infected individuals to raise their hand.
9. Repeat the steps until there are no more infected individuals in the class.

How does a turn work?

➤ Beginning of Turn

1. Get up from your seat and move around the classroom for 15 seconds.
2. Sit down next to a partner.
 - a. If you cannot find a partner, find a group of two and join them. Students must sit next to a new person after each round.
3. Share your status with your partner/group:
 - a. If you are **Susceptible and** you sit with an **Infected** person, change your status to **Infected**, if not, remain the same.
 - b. If you have been **Infected** for **3 turns**, at the beginning of your next turn, change your status to **Recovered**.
4. Use the Plickers card to identify your status with the class.

➤ End of Turn.



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