

## College Quest Instructions for Mentors:

- The game should be played in groups of 4 to 6 with one college mentor per group.
- Board Game starts at the beginning of high school and roll the dice to move forward. Every time the player lands on square, you should explain what the square means to the best of your knowledge. If you have already explained a square, you don't have to explain it again.
- Red squares are stop squares. Everyone has to stop on these squares, even if you roll more than the number of squares it takes to get there. The red squares are information that we feel everyone should hear about. Information or sample forms in participants folders. Mentors should try and explain these squares to the best of their knowledge
- Blue squares are decision squares. At these squares, the participants can make a choice about which direction they want to go. It is important to show participants that whatever decisions they make, they can still move forward.
- Once participants reach the end of the game, we will discuss how different paths can lead you to different careers using the poster boards. The poster boards have different careers with their salaries that go up as you receive more education.
- After discussing the board, the participants should fill out their Career / College Goal Sheet.