Can you help out at Kinderboerderij De Pijp?

How does the game work?
Caring for every animal you see here takes a lot of work every day. When something breaks or an animal gets sick, it costs money. In this game, you will save up for something the farm needs and learn what it takes to care for the animals.

1. Look around the farm and think about what you would like to save up for.
2. Has everyone chosen a savings goal? Share your ideas with each other!
3. Find an object (for example, a small stone or a twig) to use as your game piece. Place it on the START space.
4. Decide who goes first. Roll the die. The number you roll determines how many spaces you can move.
5. The first player to reach the FINISH space is the first to reach their savings goal!

Challenges

1. Which animal would you like to take care of for a day? Why?

2. The farmyard has become messy because it has been very busy. Extra cleaning is needed to keep everything safe. → Skip a turn.

3. Look at the animals around you. Which animals do you see? Which animal do you like most?

4. Each player chooses an animal and imitates its sound. Who can make the best animal sound?

5. You watch the animals quietly and do not disturb them. → Move forward 1 space.

6. A sheep needs extra care. This means the animal caretaker needs to spend more time caring for it. → Skip a turn.

7. Today, you are the animal caretaker. Name one task you would have to do!

8. A family donates money because they see how much work it takes to take care of the animals. Every contribution helps! → Move forward 1 space.

9. A visitor fed the goat some food brought from home. The goat became ill. Pay the vet. → Move back 2 spaces.

10. Move like a rabbit: hop around the table once or make hopping movements with your arms. How far can you get?

11. A visitor drops plastic litter on the ground. The wind blows it into the goat enclosure. The goats start nibbling on it. → Move back 2 spaces.

12. A visitor suddenly makes a lot of noise. The animals get scared. → Move back 1 space.

13. Not everything people eat is suitable for animals. The animal caretakers know exactly what each animal needs. Just ask a caretaker!

14. A group of children organizes a fundraising event for the farm. There is now extra money for the savings goal. → Go to the next yellow space.

15. Several chickens are sick and need medicine. Roll the die!
1 to 3: Pay from the savings pot. → Move back 2 spaces.
4 to 6: A donation has been made! → Move forward 1 space.

16. Imitate an animal without making a sound. The other players have to guess which animal it is. → The player who guesses correctly may move forward 1 space.

17. Do you see any litter? Point it out or pick it up if it is safe to do so. → Move forward 1 space if the litter is safely put in the bin.

18. Two children run very fast towards the rabbits. The rabbits get scared and remain frightened in their enclosure. → Move back 1 space.

19. QUIZ! What are visitors allowed to feed the animals at the farm?
A. Nothing B. Hay C. Fruit and vegetables
(Answer: A)

20. You cleaned up the toys on the farm together with someone else. → Move forward 1 space. Choose another player who may also move forward 1 space.

21. A visitor wants to give the donkey an apple. You explain that visitors are not allowed to feed the animals. → Move forward 1 space.

22. Who spots a donkey first? This player may move forward 1 space.

23. You pick flowers and leaves in the garden. A staff member speaks to you about it and explains why this is not allowed. → Skip a turn.

24. A visitor has left the pony gate open. The pony escapes and nibbles on someone's jacket. Pay for the damage. → Move back 1 space.

25. Look and listen carefully. Can you see or hear a bird? Do you know which bird it is?

26. It's World Animal Day! A festive day with lots of visitors at the farm. → Roll the die again.

27. An animal hasn't been eating well for several days. The animal caretaker needs to monitor the animal more closely. → Skip a turn.

28. Pretend to be a bee. Buzz like a bee and move or wave your arms as if you are flying from flower to flower.

29. You leave the plants alone and stay on the paths. The garden remains beautiful for visitors and animals. → Roll the die again.

30. Two children run around the farm and trip over a bucket of feed.
Go to the pet store to buy new feed. → Move back 2 spaces.

31. Behind every animal there is a story. Some animals live here because they need extra care. Maybe a staff member can tell you more about them!

32. It's a busy day at the farm. €50 has been donated. → Move forward 1 space.

33. You pick up a rabbit without permission. The rabbit gets scared. → Move back 2 spaces.

34. There is a sign at the entrance showing our animals. Can you find the sheep?
Found them? → Move forward 1 space.

35. You see a piece of plastic lying among the plants. You remove it before an animal can eat it. → Move forward 1 space.