

# how to build the game boards

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**citizen circuit**

# step 01

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## define the location:

identify the space where you can draw your board: it can be a wide sidewalk, a square, a backyard, or any free space.

# step 02

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## understand the space

to build the circuit, you should understand what space you have available.

This board is composed of a track, with six types of superhouses. you can draw the board displayed on the next page or you can do variations of it according to the space you have available.

Therefore, it is recommended that you draw it on a piece of paper first. Don't forget: it must be a closed circuit and contain at least six superhouses - far from each other.

# step 03

## space required



# step 04

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## separate the material

to **draw**, you will need:

- . a template
- . a box of chalk

to **paint**, you will need:

- . 3 cm roll
- . 15 cm roll
- . brushes
- . paints of different colors

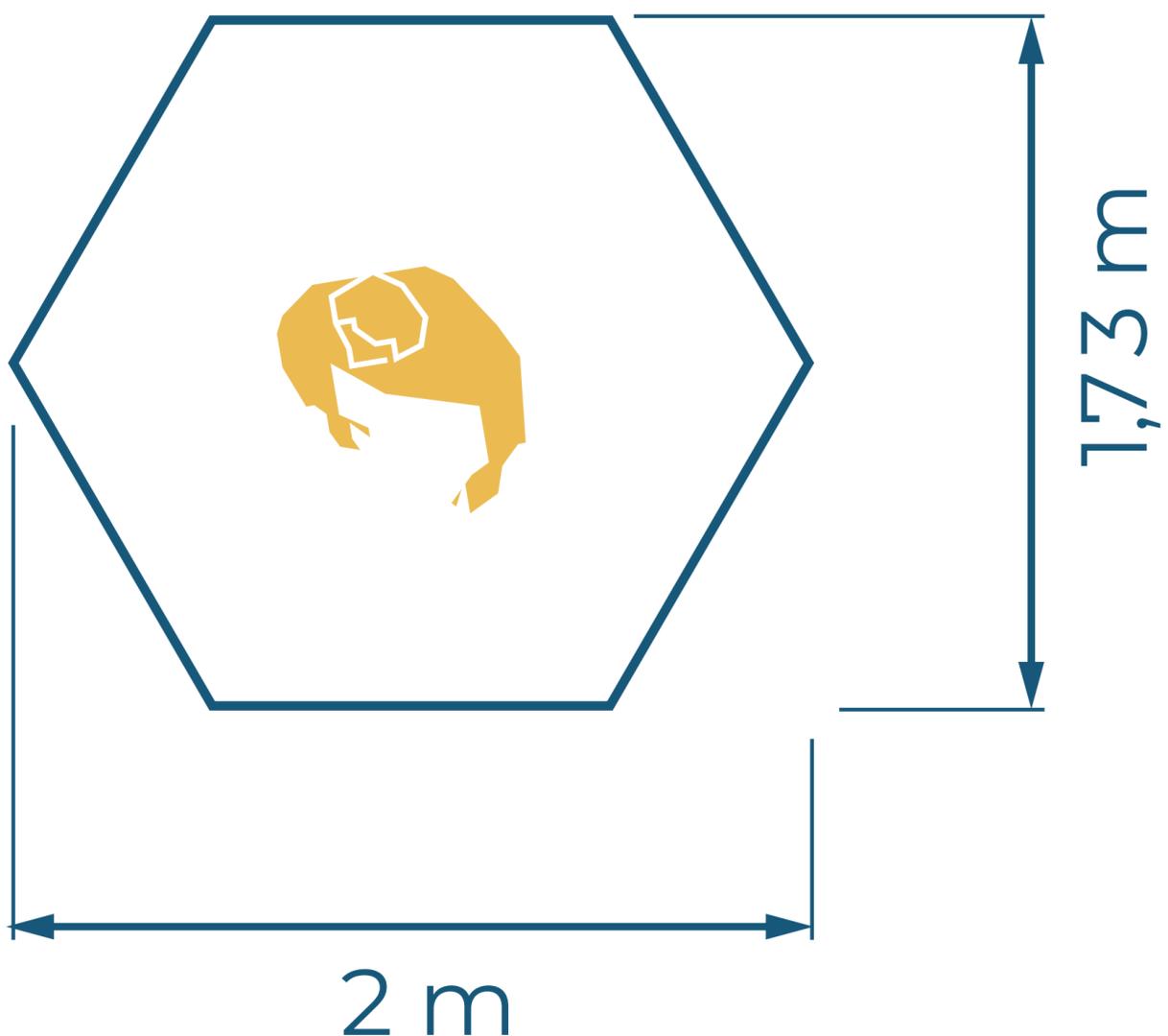
# step 05

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## base module

the base module of the trays is a hexagon of 2x1.73 m.

it is important to keep these dimensions to ensure safe physical distance between players.



# step 06

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## mold

to draw the hexagons, you need to build a template. this can be done with any of these materials:

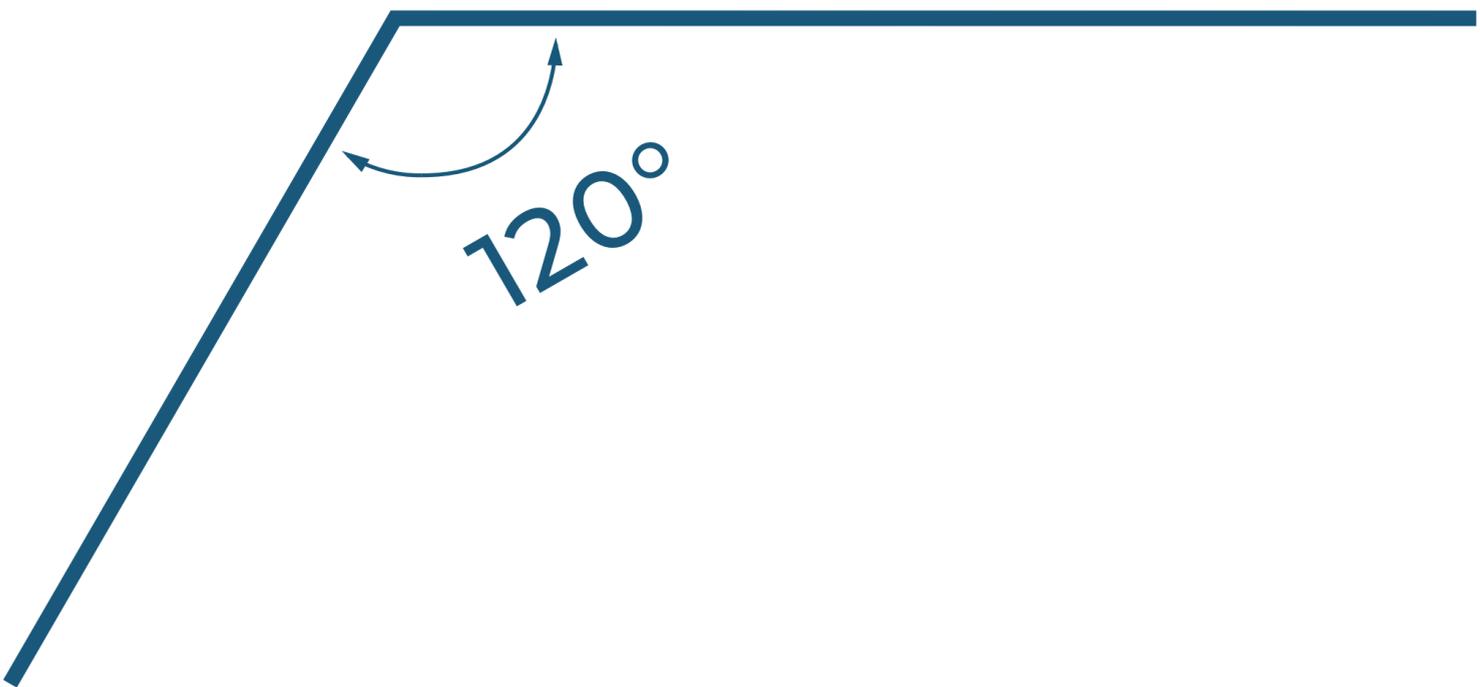
- . 2mm polystyrene sheet
- . rigid paper (ordinary corrugated cardboard, parchment paper or thick cardboard)
- . wooden slats
- . or some sturdy, firm material that you have available

# step 07

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## mold

print or trace the angle below on an ordinary sheet of paper as a guide. you will have the  $120^\circ$  angle template, the angle of the corners of the hexagons.

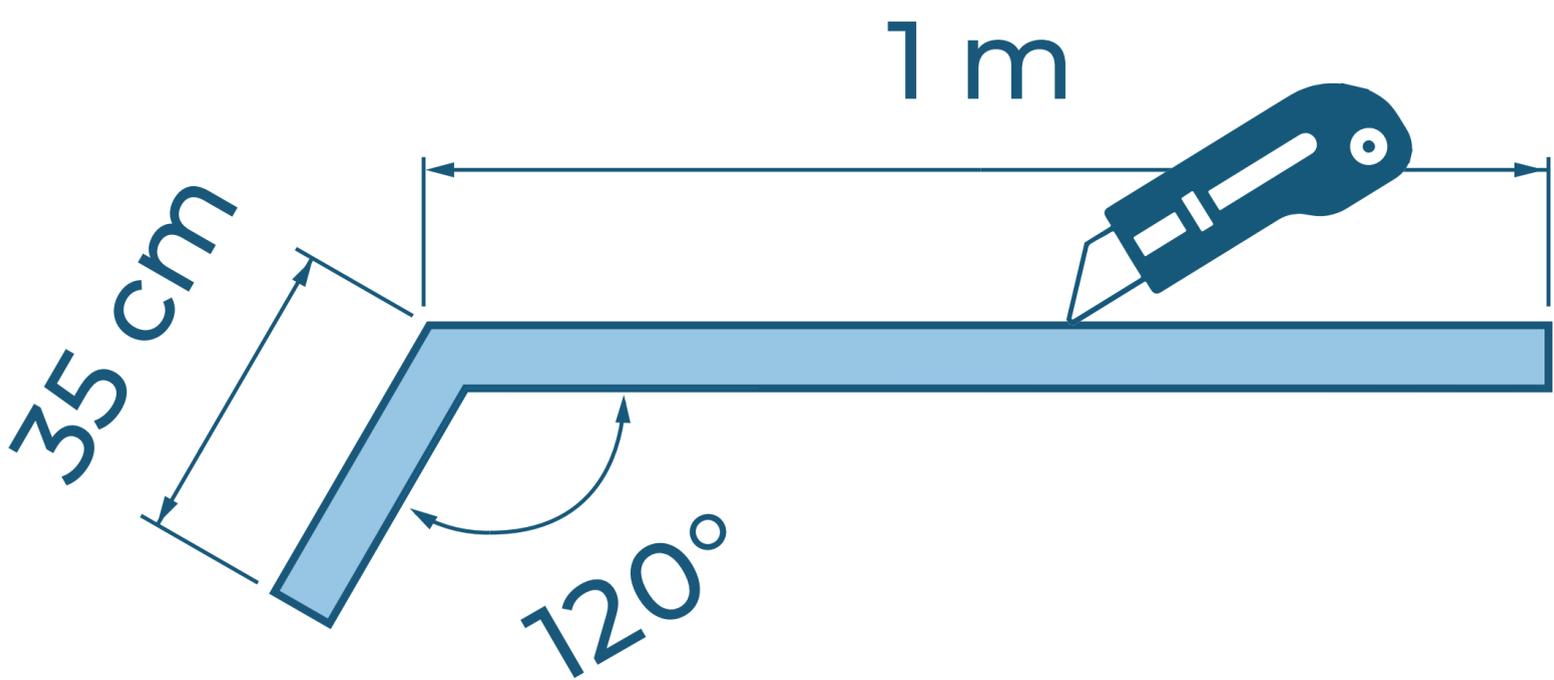


# step 08

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## mold

cut the chosen material according to the following measurements. you can cut it with scissors or stylus, depending on the material.

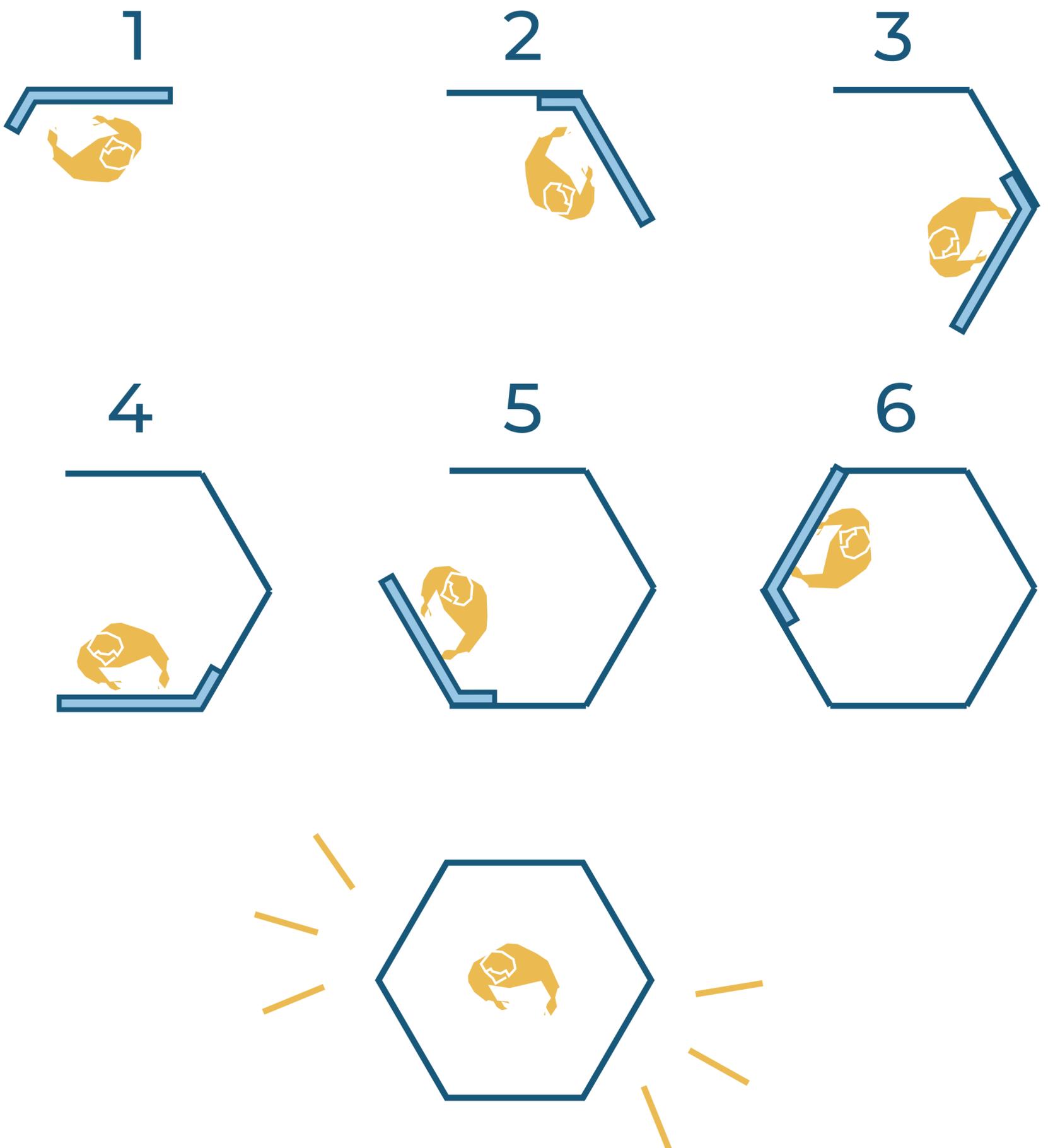


# step 09

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## initial hexagon

to draw the first hexagon,  
position the template as  
indicated below and line it up  
with the chalk.

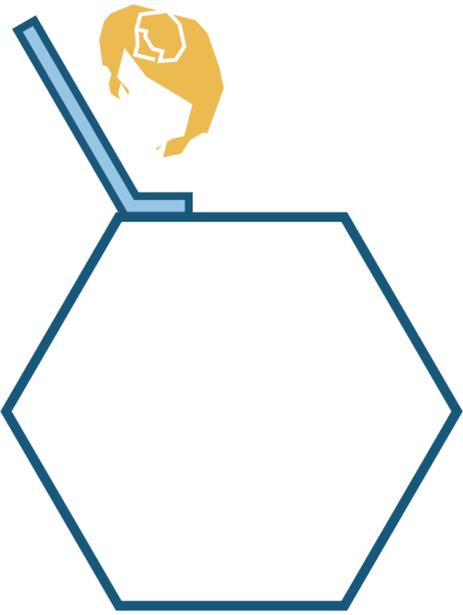


# step 10

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start by drawing the initial hexagon. then follow the steps below:

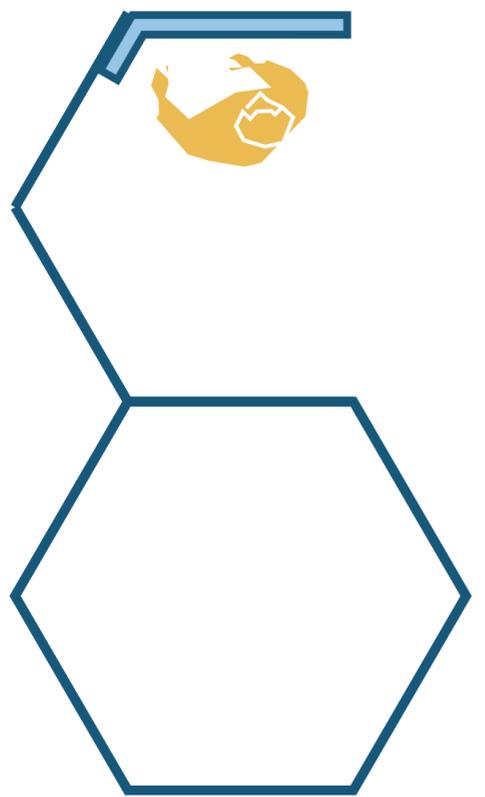
1



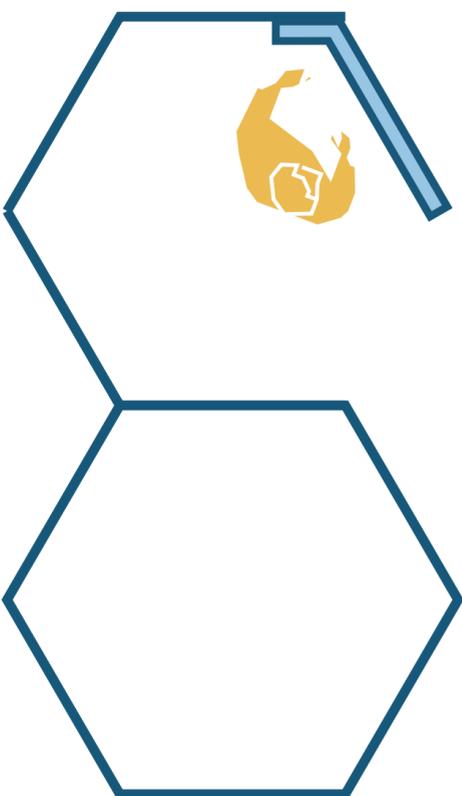
2



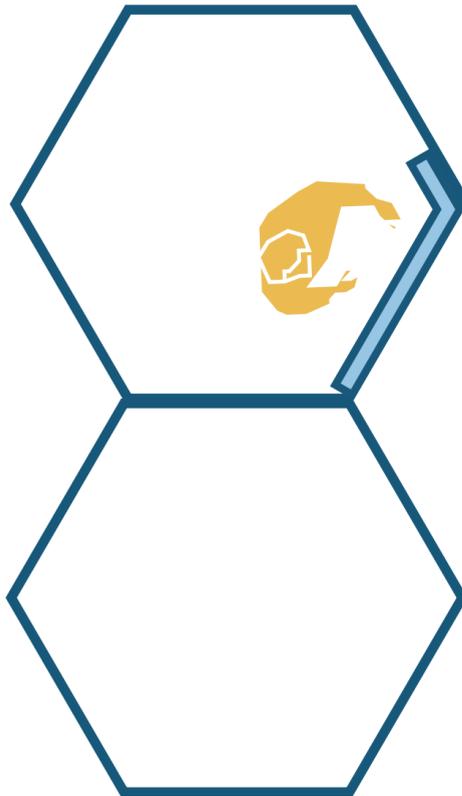
3



4



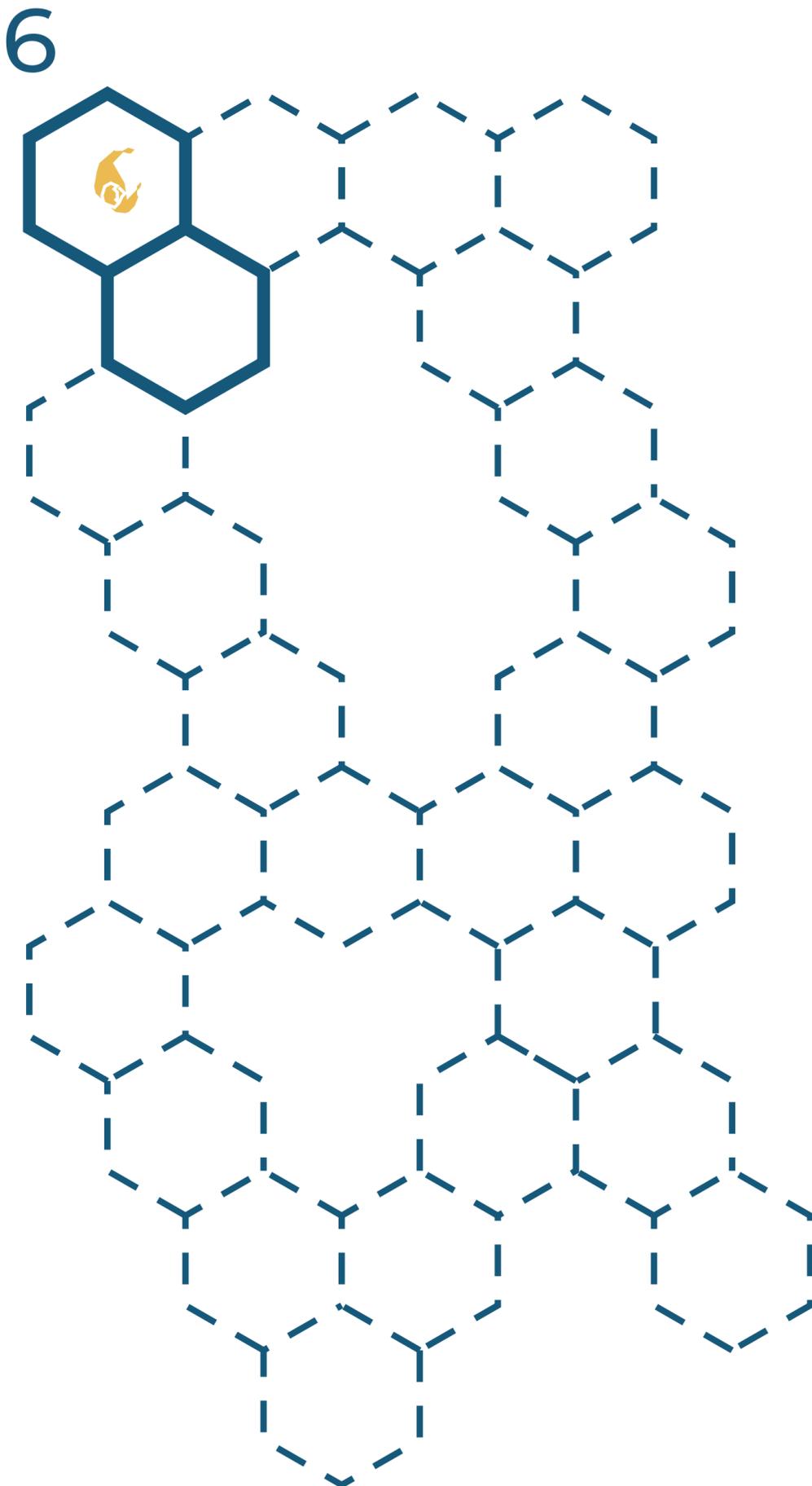
5



# step 11

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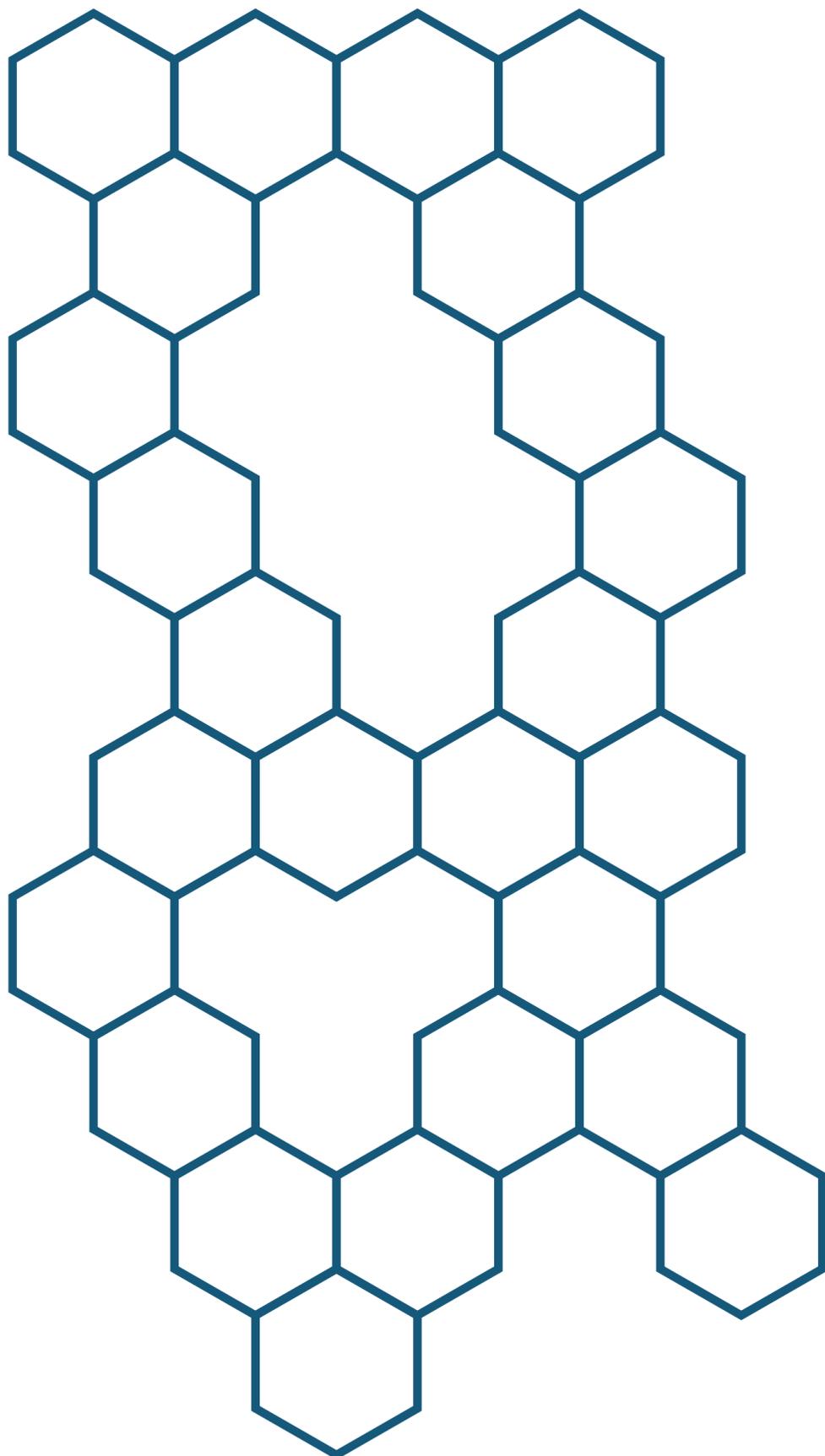
repeat the process until you build the entire circuit



# step 12

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the base of the board should look like this:



# step 13

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now you can paint it! with the small roll, paint over the lines made in chalk and also inside the houses in the color or print if you prefer, with the exception of the **superhouse**.



# step 14

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## superhouse

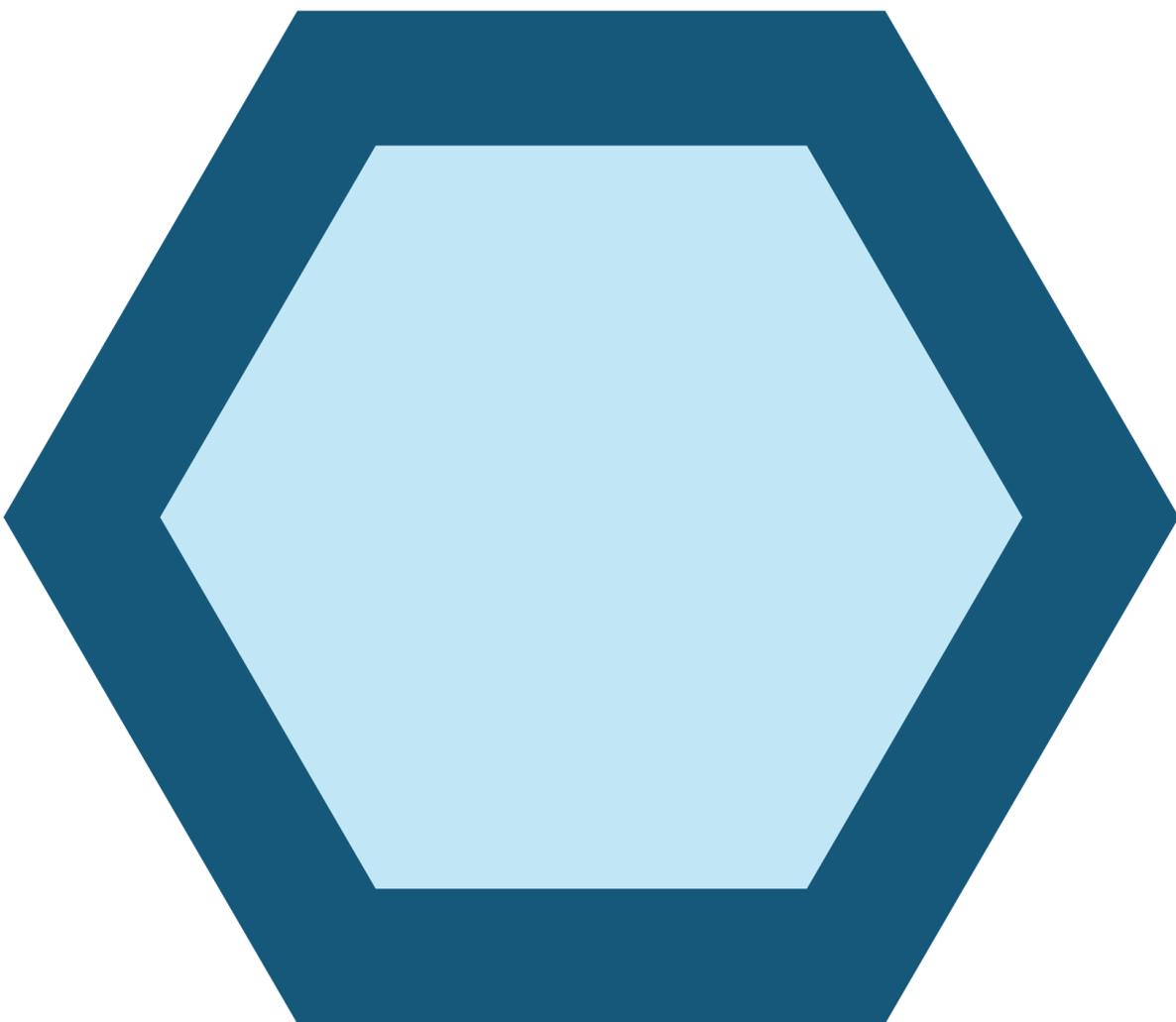
the **superhouses** are the houses with themes and actions from the games. in them are also the markers to access the **augmented reality** here in the application. they have borders with written themes and can be painted with colors or patterns that have a relationship with the themes.



# step 15

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to paint the superhouses, start painting the edges one color for each theme. use the larger roll to fill the 20 cm band. then paint the inside with a specific color or design that reminds you of every single **theme**.

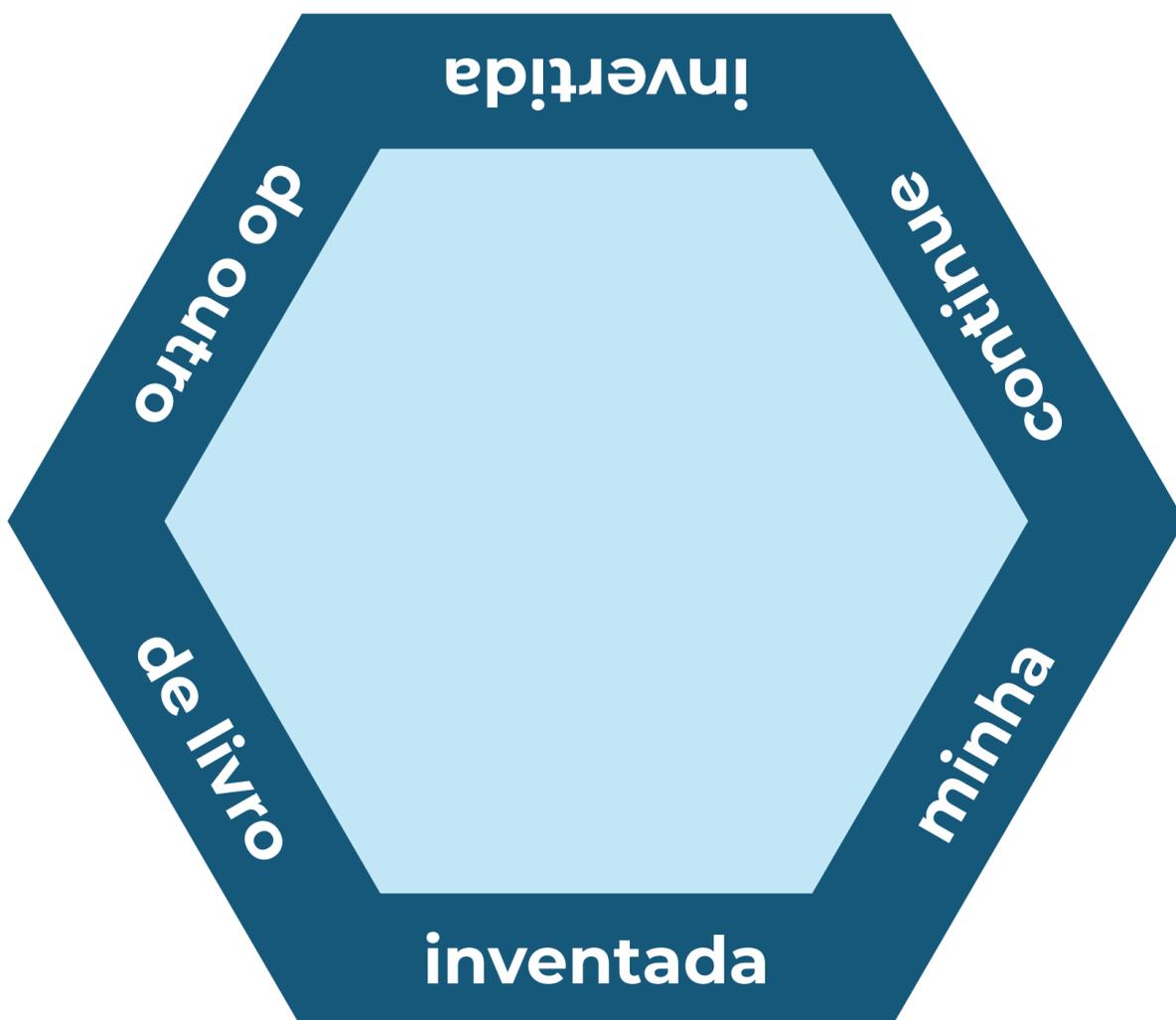


# step 16

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with ink or chalk, write the texts in each superhouse, with the following topics:

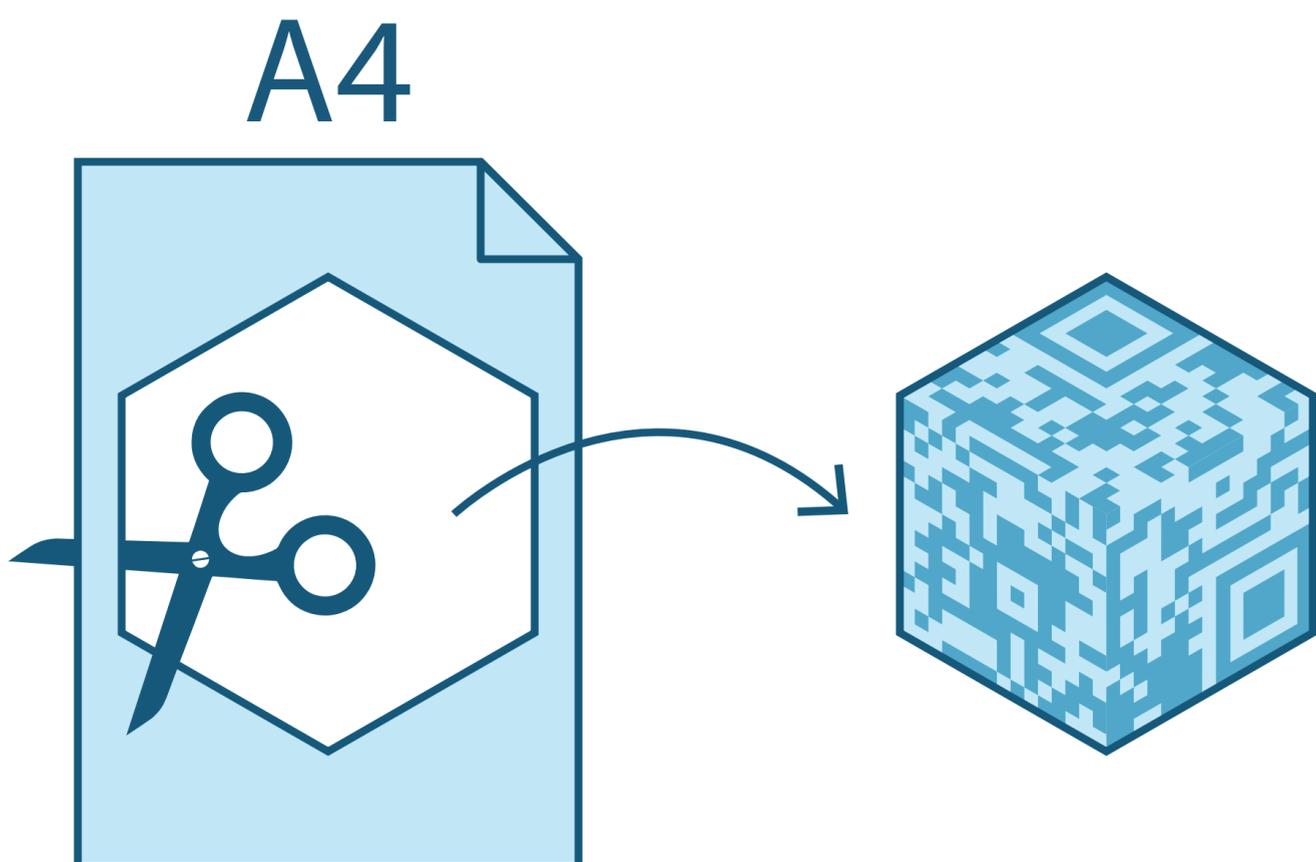
- . nature
- . city
- . society
- . you and I
- . memory
- . this place



# step 17

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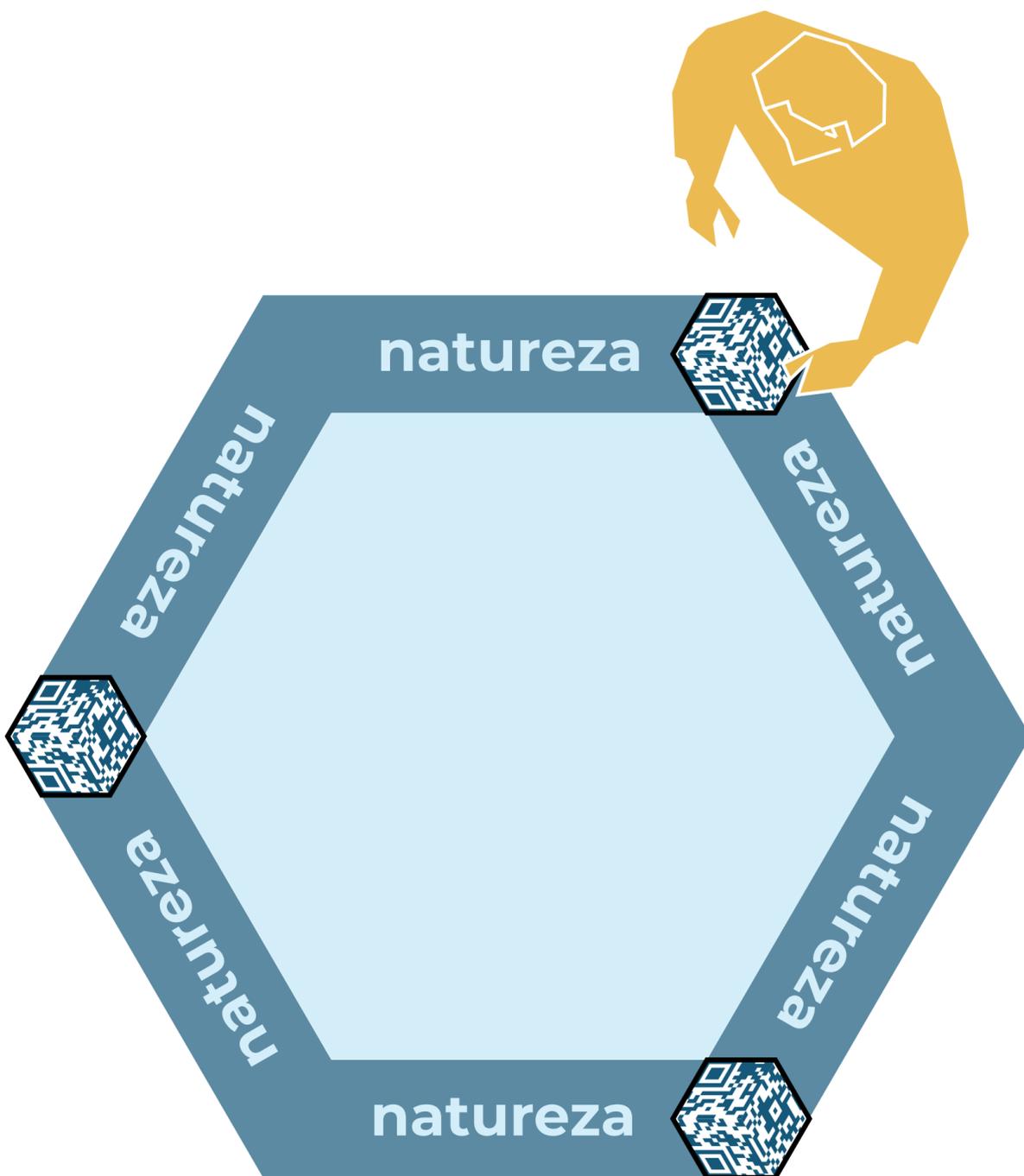
to activate the augmented reality, print the markers on letter-size paper. they are available for download on another PDF available in the implementation guide



# step 18

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if you prefer, you can also use the print as a stencil: cut out what is black, place it on the ground, and spray paint it.



# congratulations!

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now you have made your own board. invite more people and let's play!

