

# how to build the game boards

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**story territory  
large**

# 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.

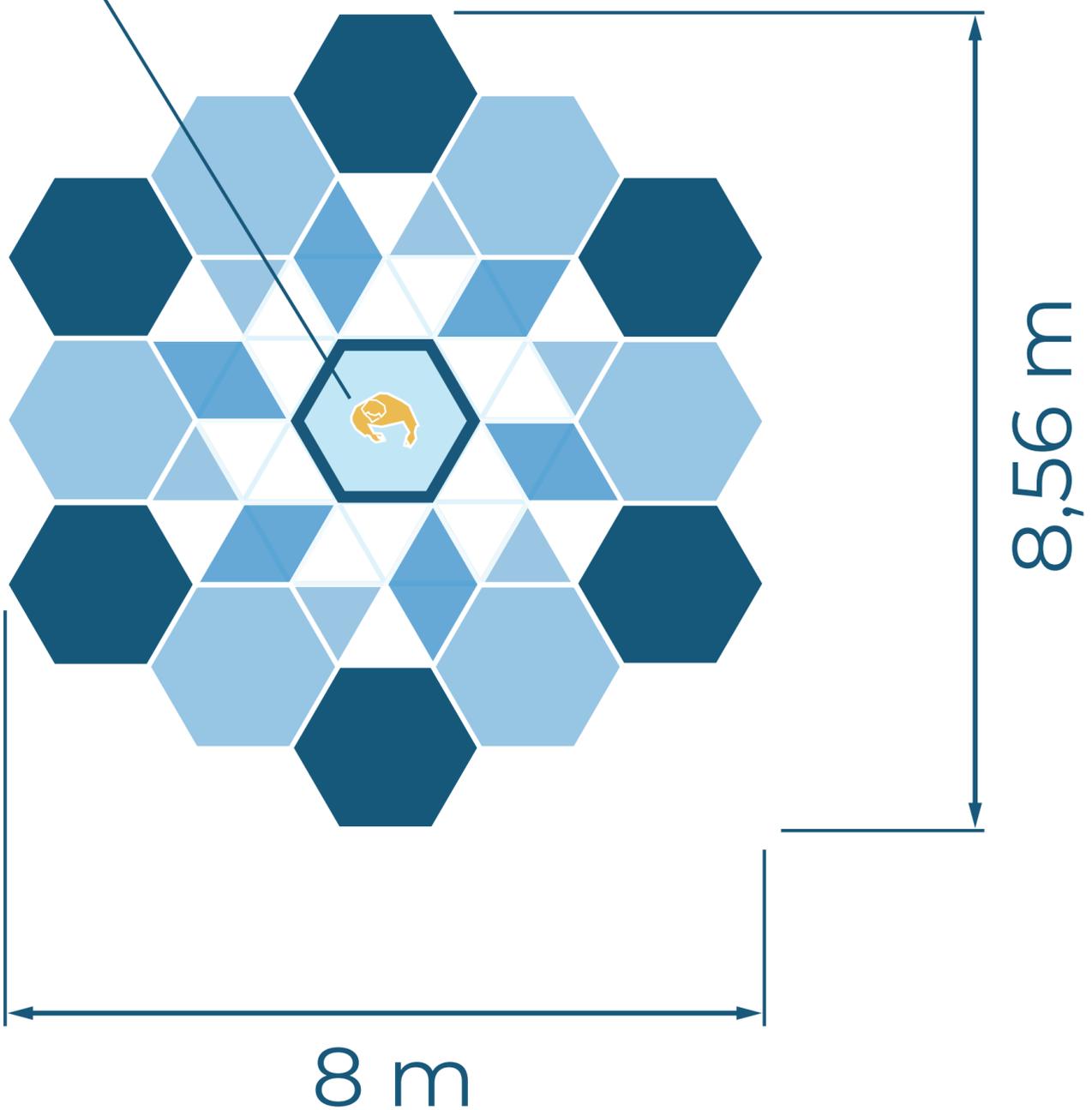
# step 02

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## space required

to build the large story territory, you will need this space:

start



# step 03

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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

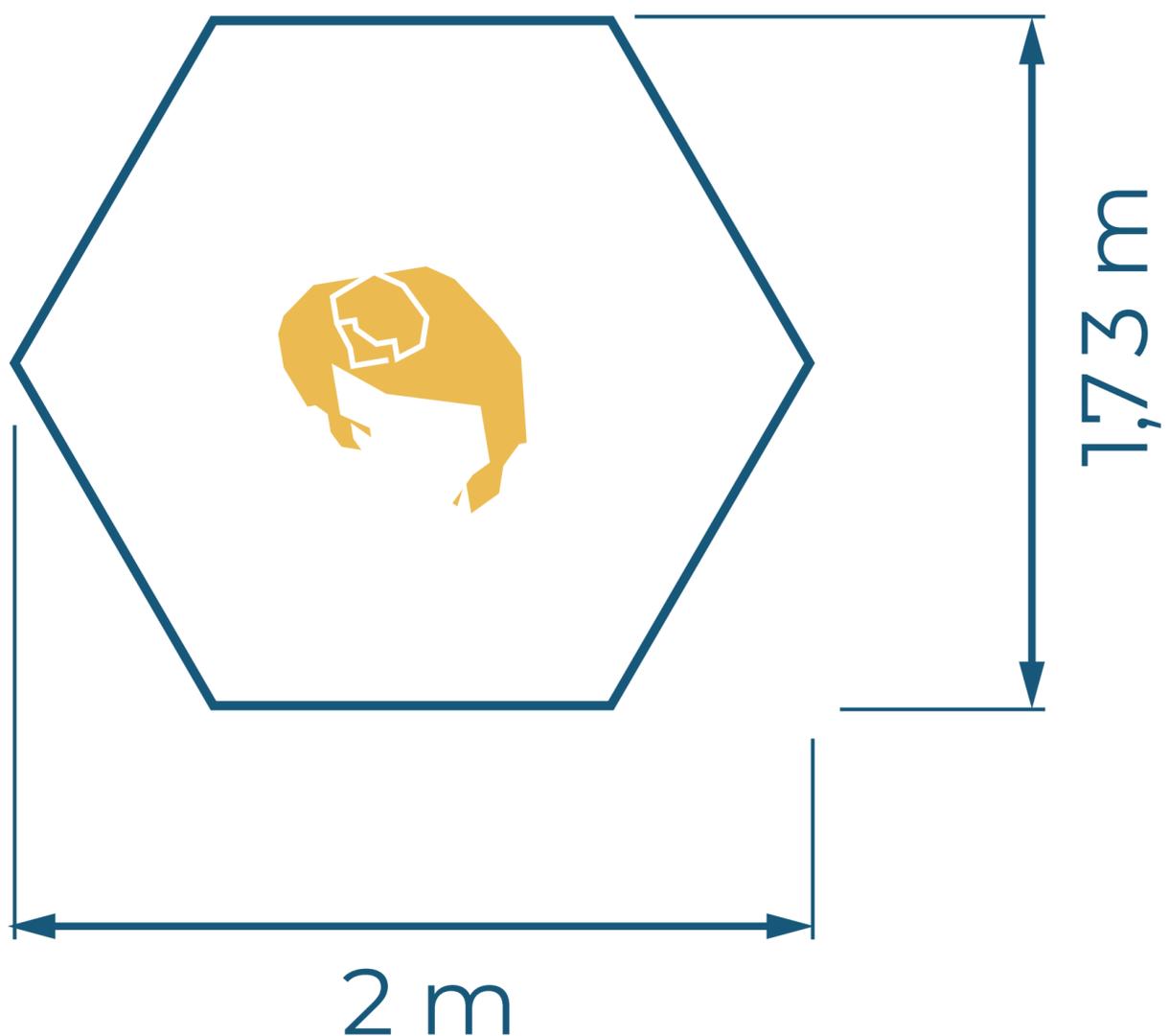
# step 04

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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 05

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## mold

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

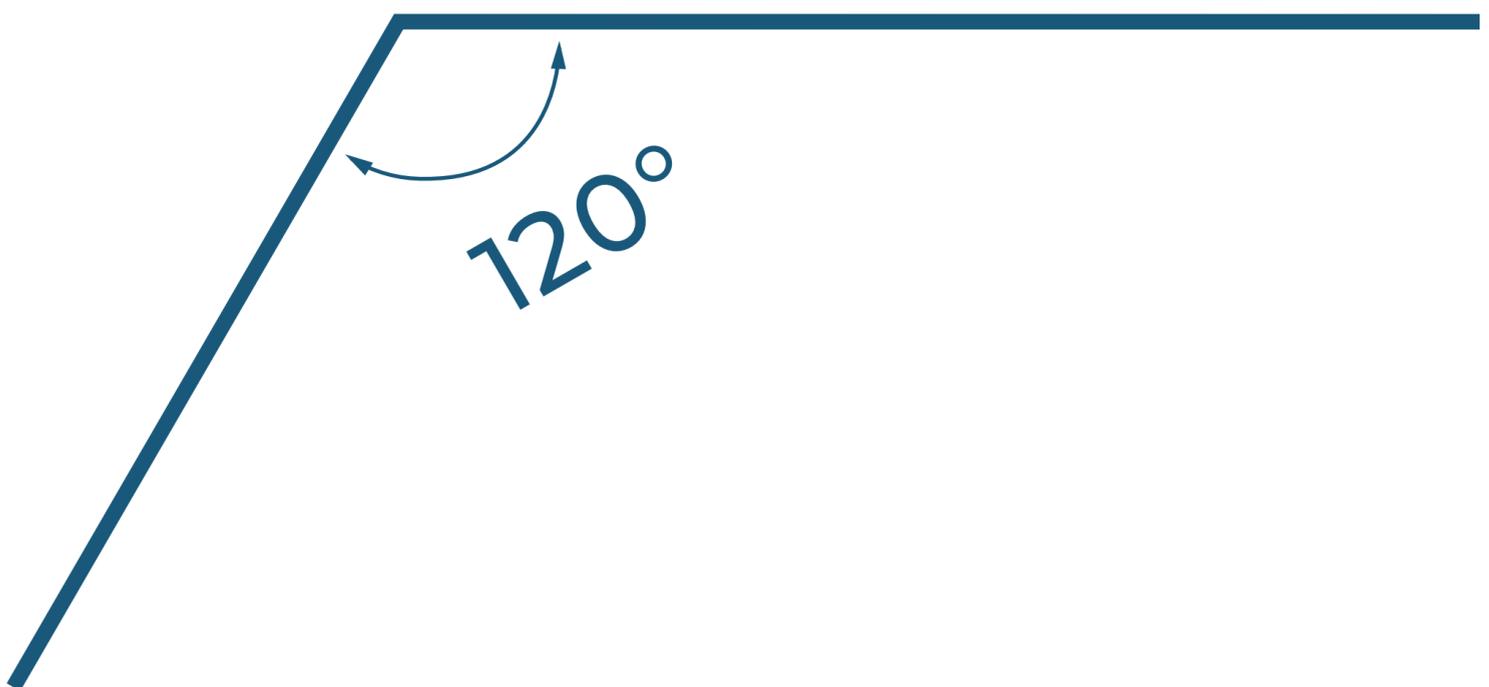
- . 2mm polystyrene sheet
- . rigid paper (ordinary corrugated cardboard, parchment paper or thick cardboard)
- . wooden slats
- . or some sturdy, firm material that you have available

# step 06

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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.

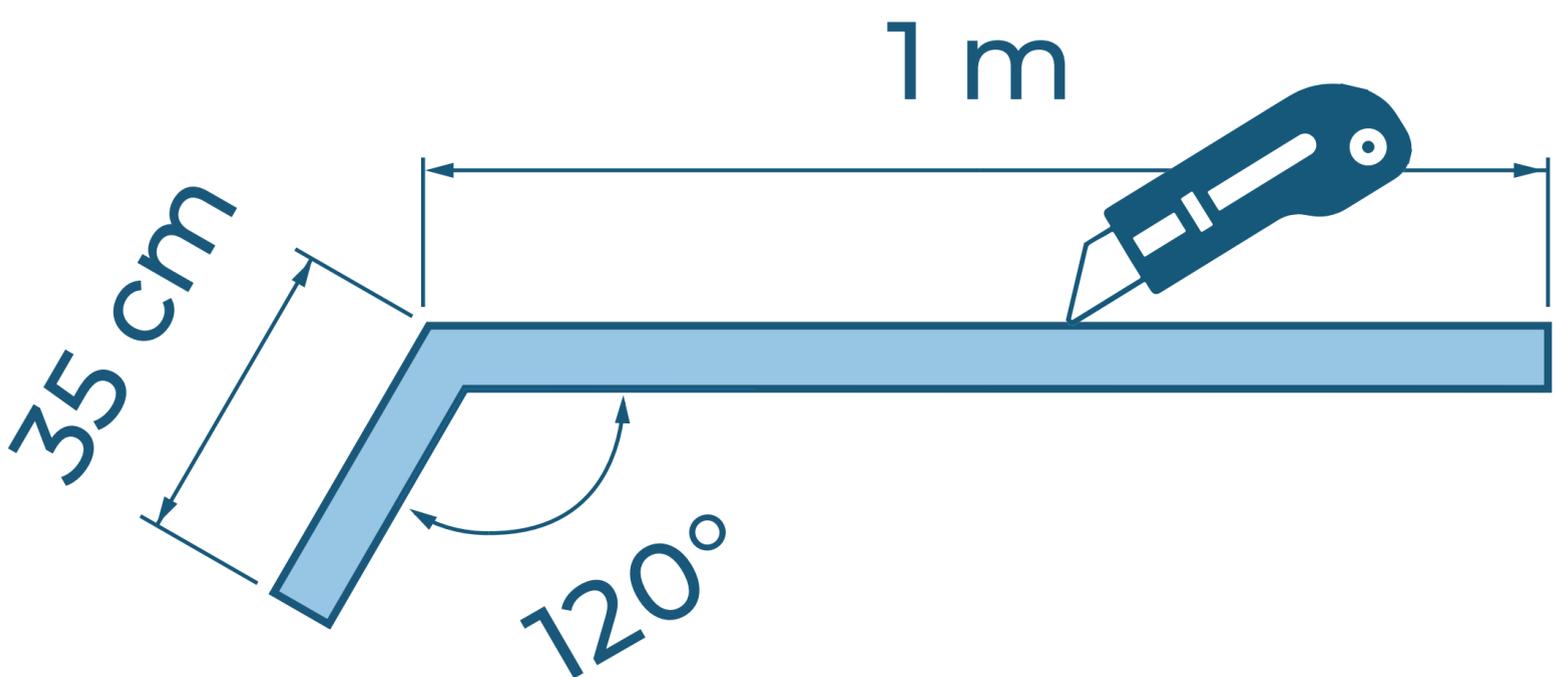


# step 07

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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.

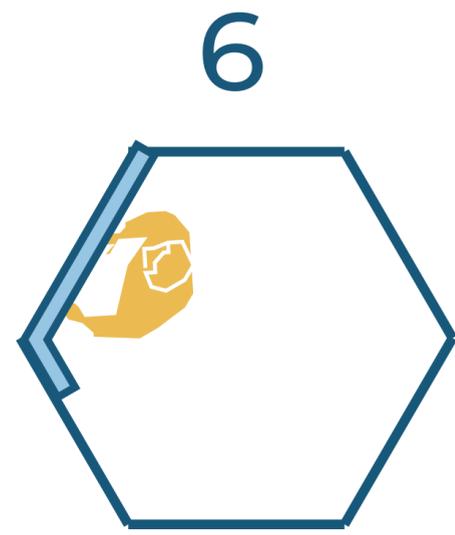
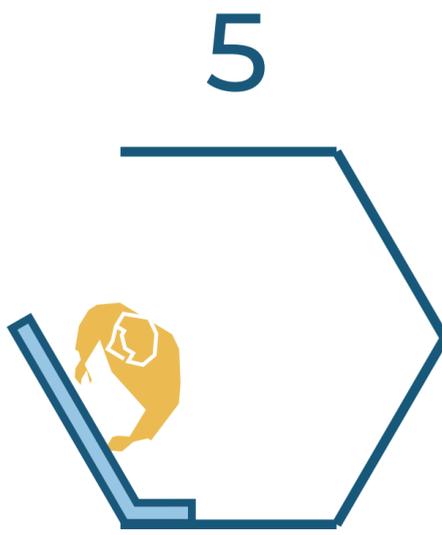
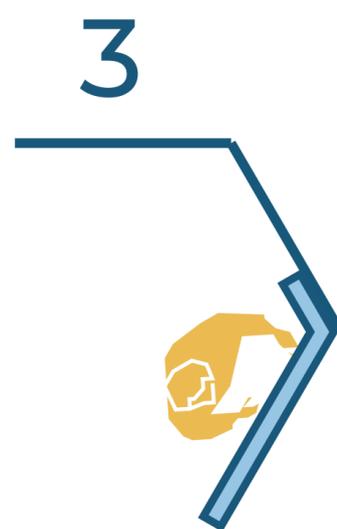


# step 08

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## initial hexagon

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

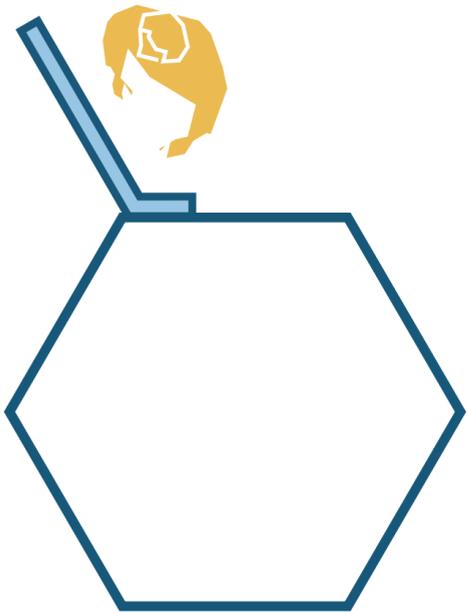


# step 09

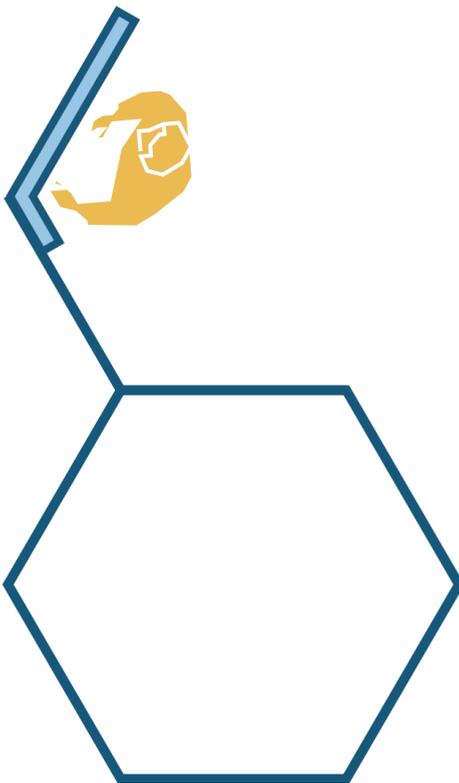
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start by drawing the initial hexagon. then follow the steps below:

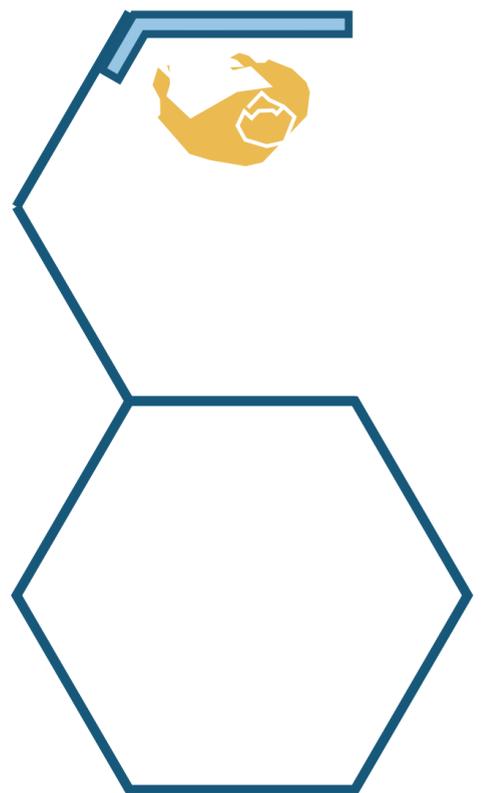
1



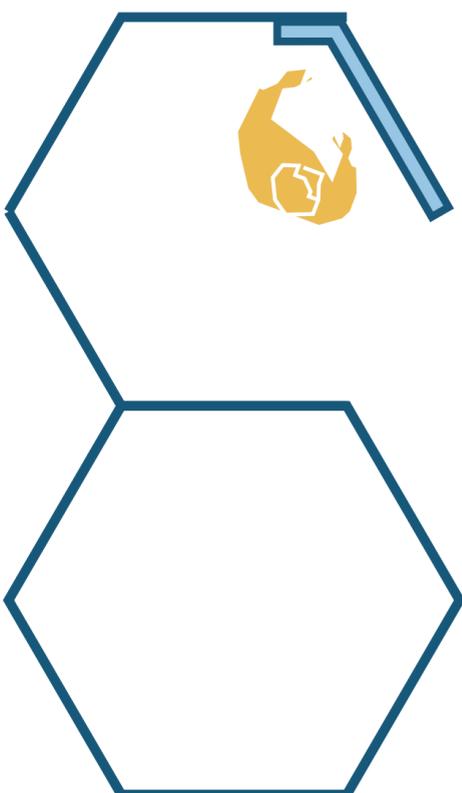
2



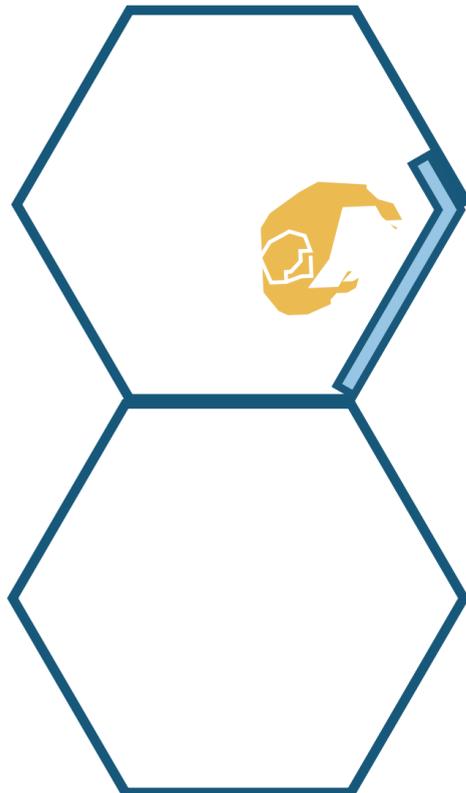
3



4



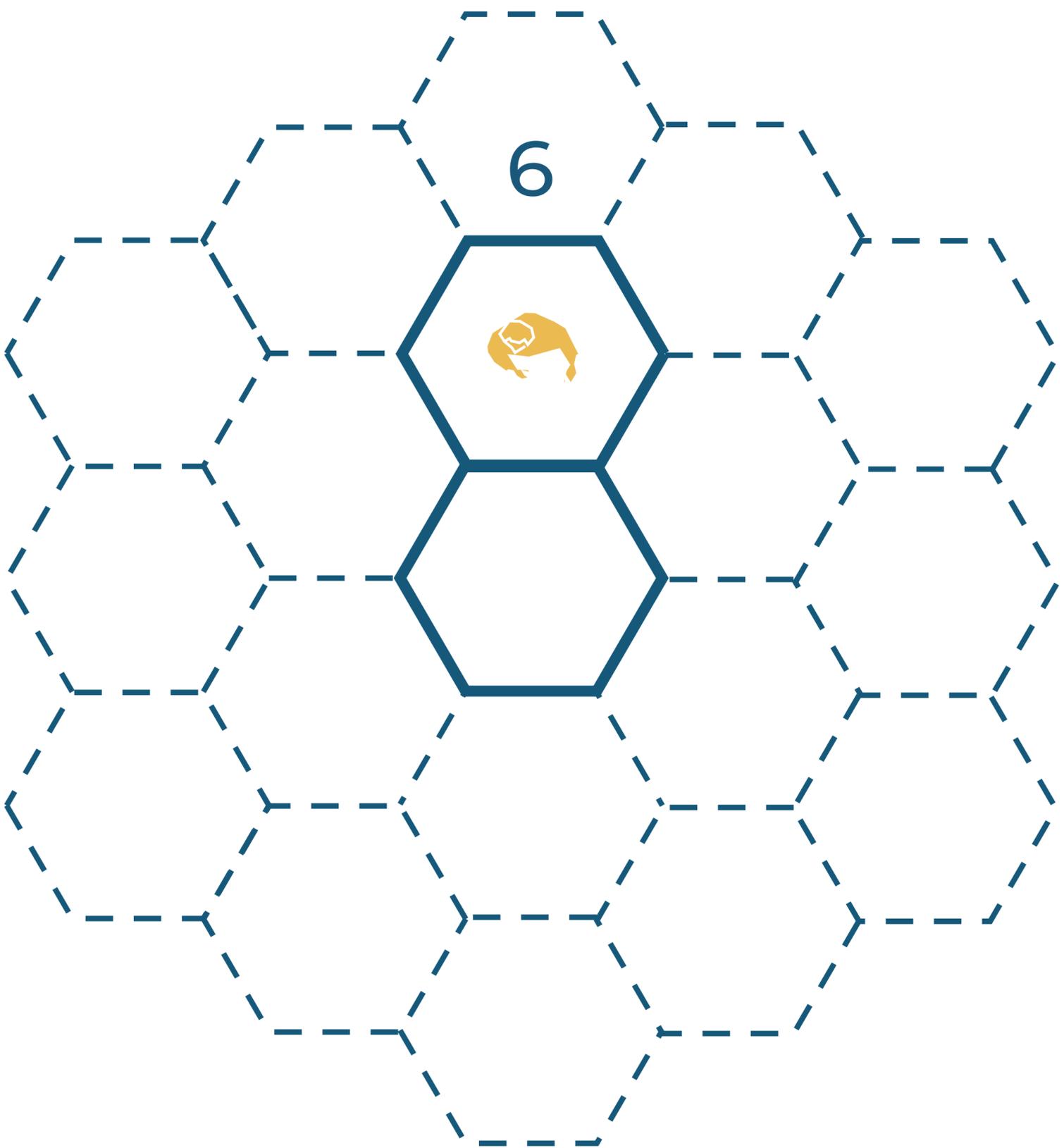
5



# step 10

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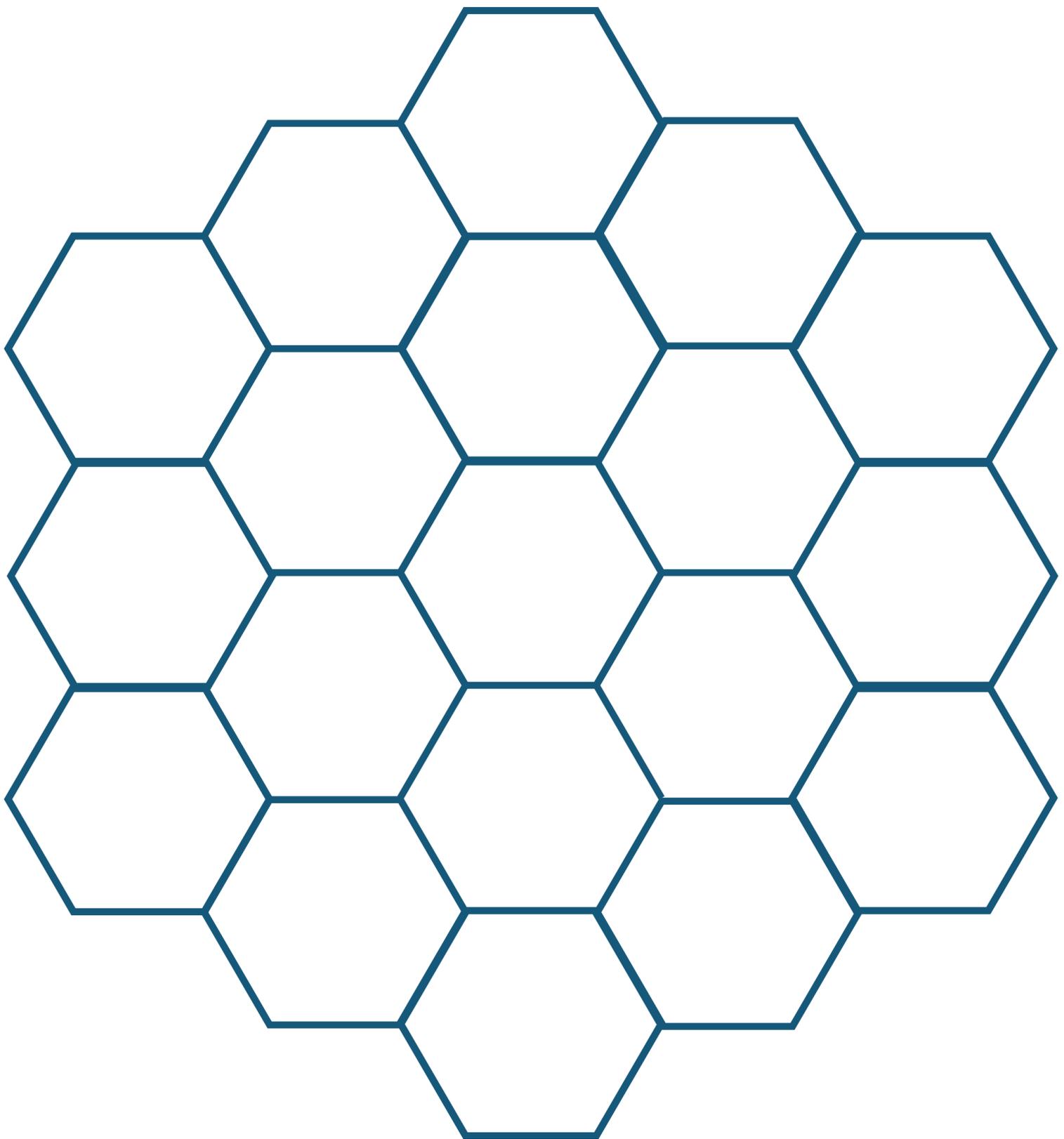
Repeat the process until you build the two circles around the central house, the superhouse.



# step 11

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the base of the board should look like this:



# step 12

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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 13

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## superhouse

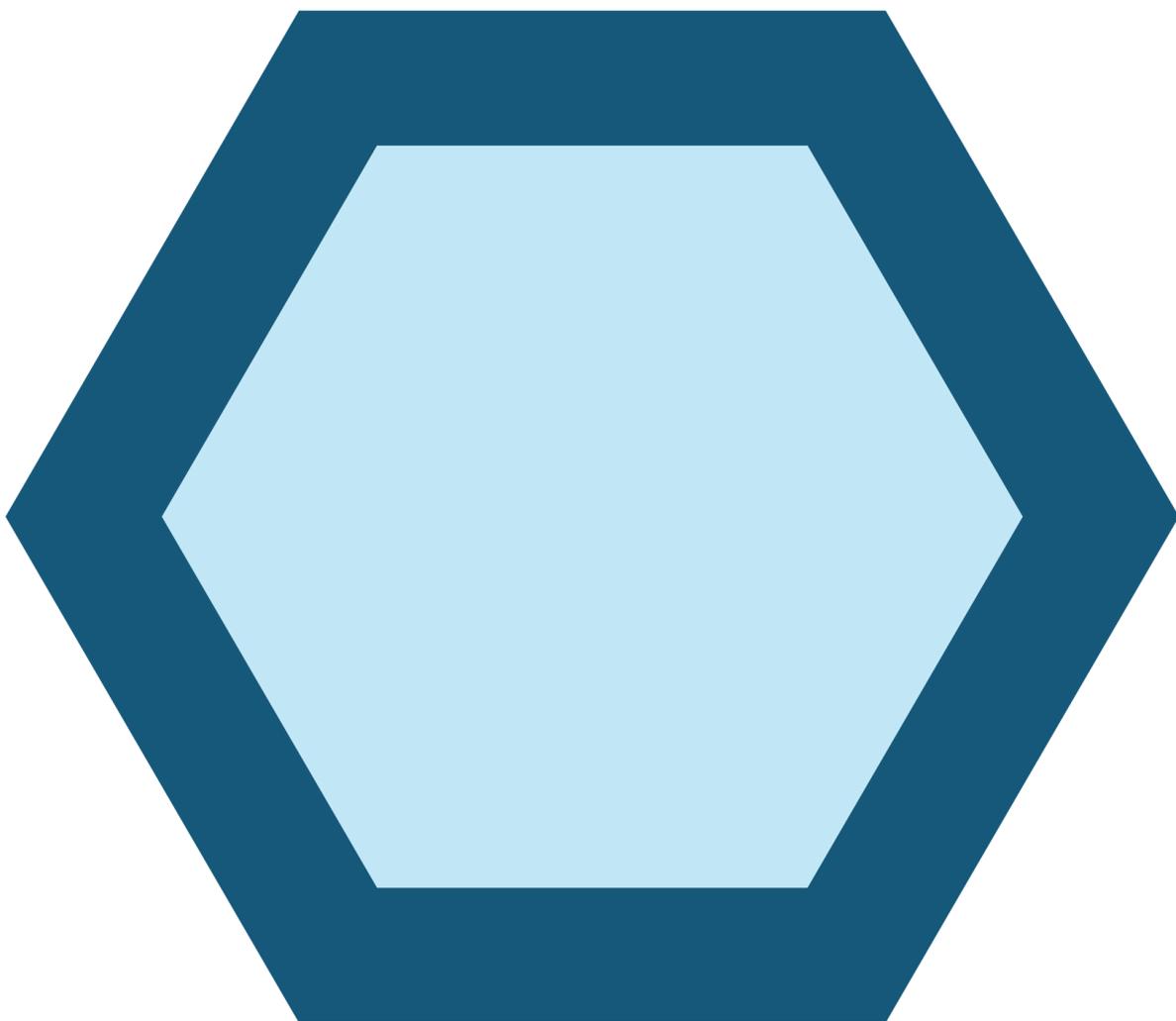
the **superhouses** are the houses with themes and actions from the games. in them are also the markers to access the **augmented reality** here in the application. they have borders with written themes and can be painted with colors or patterns that have a relationship with the themes.



# step 14

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to paint the superhouse, start by painting the border the color you prefer. use the larger roll to fill the 20 cm strip. then paint the inside with a specific color or design that reminds you of the **storytelling theme.**

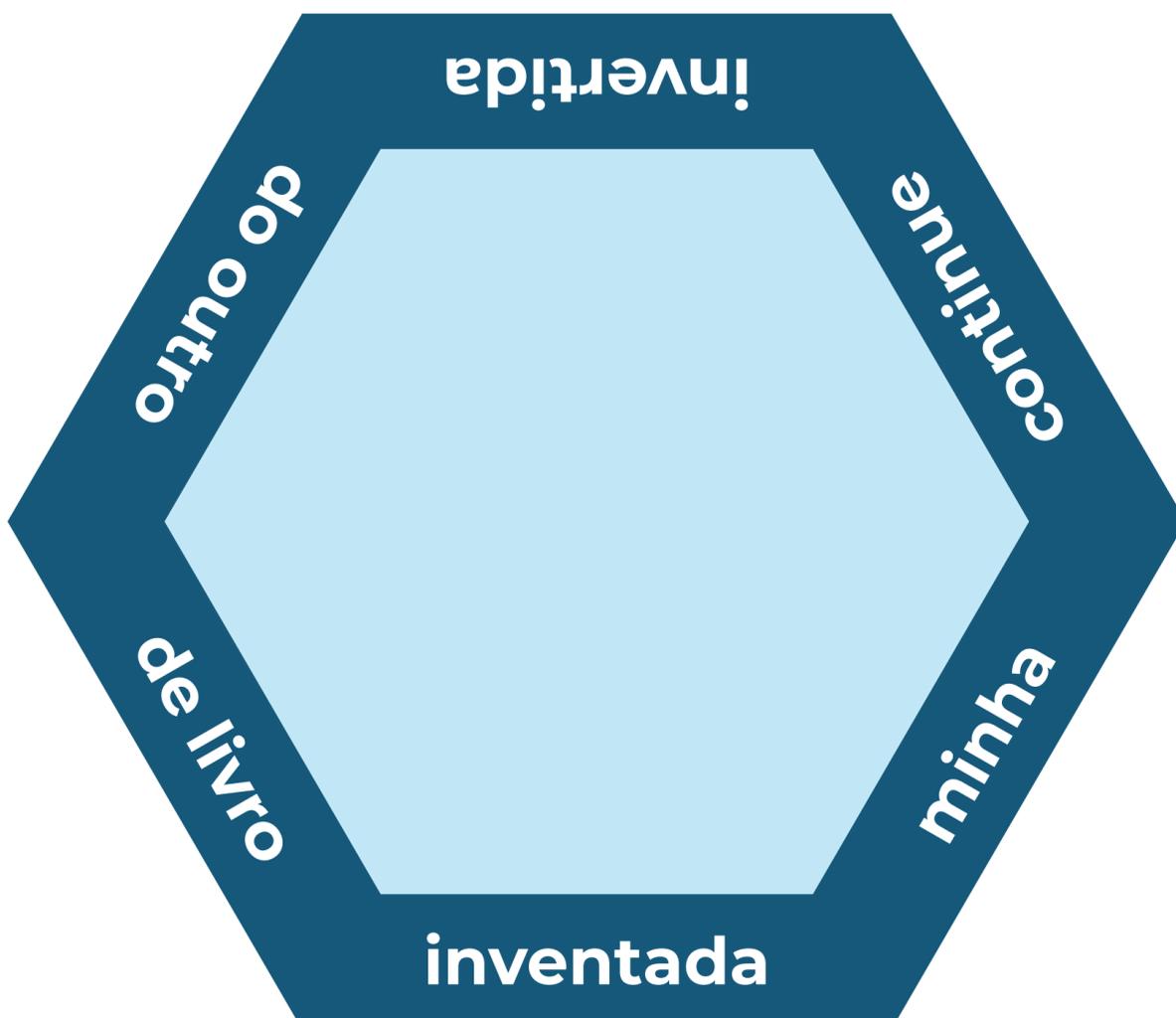


# step 15

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with paint or chalk, write the texts on each side, with the types of stories to be told:

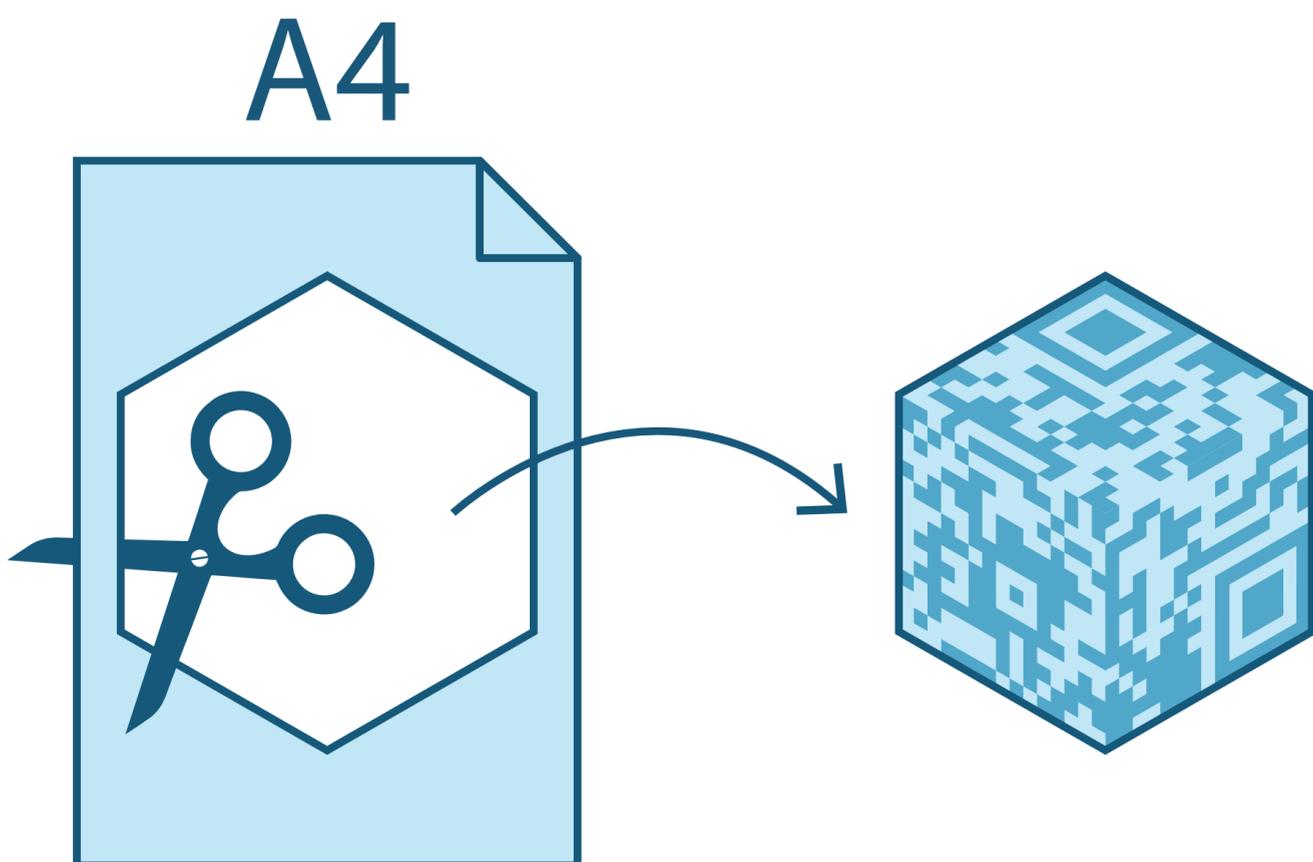
- . from a book
- . from another
- . mine
- . inverted
- . continue
- . made up



# step 16

---

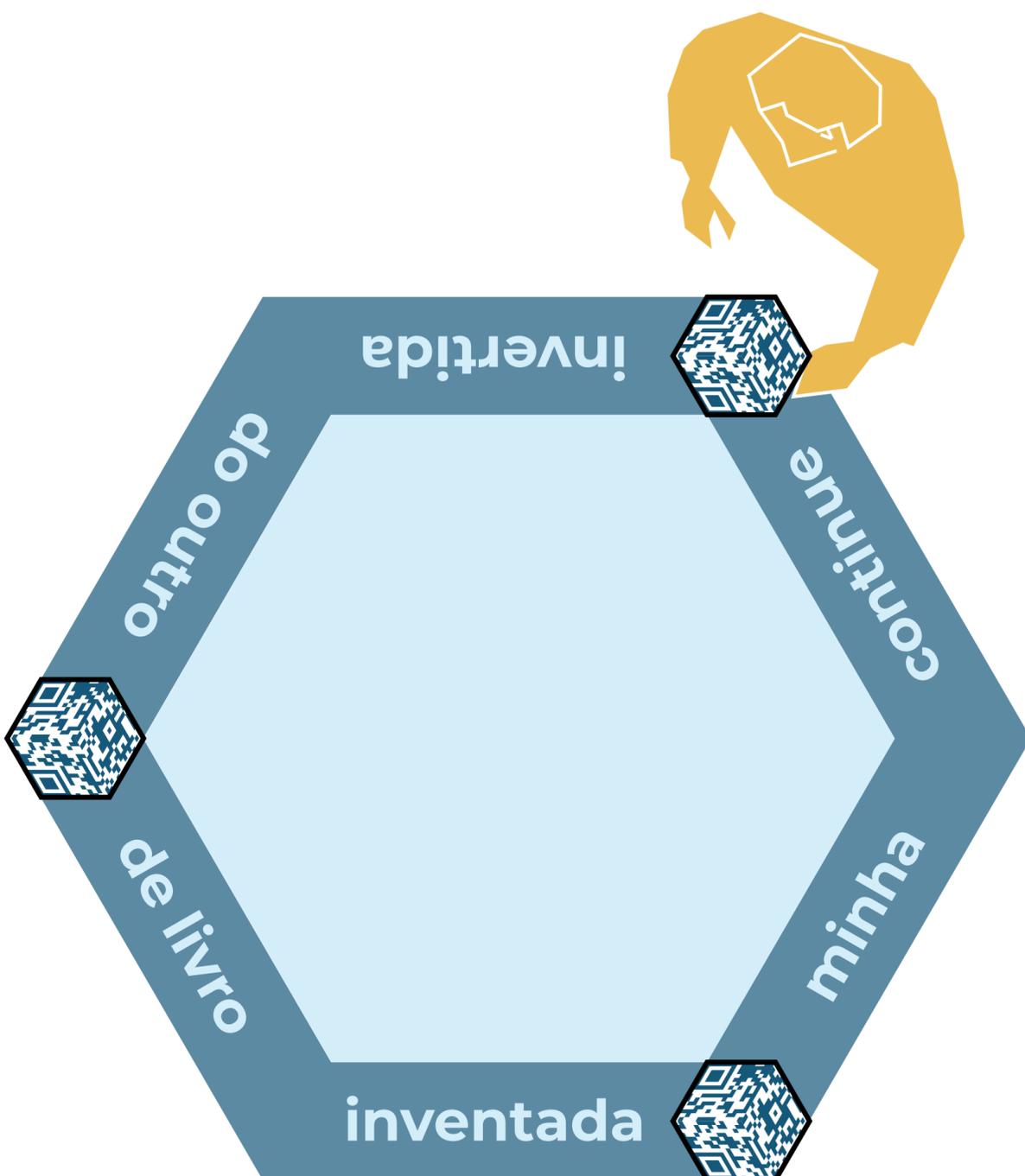
to activate the augmented reality, print the markers on letter-size paper. they are available for download on another PDF available in the implementation guide



# step 17

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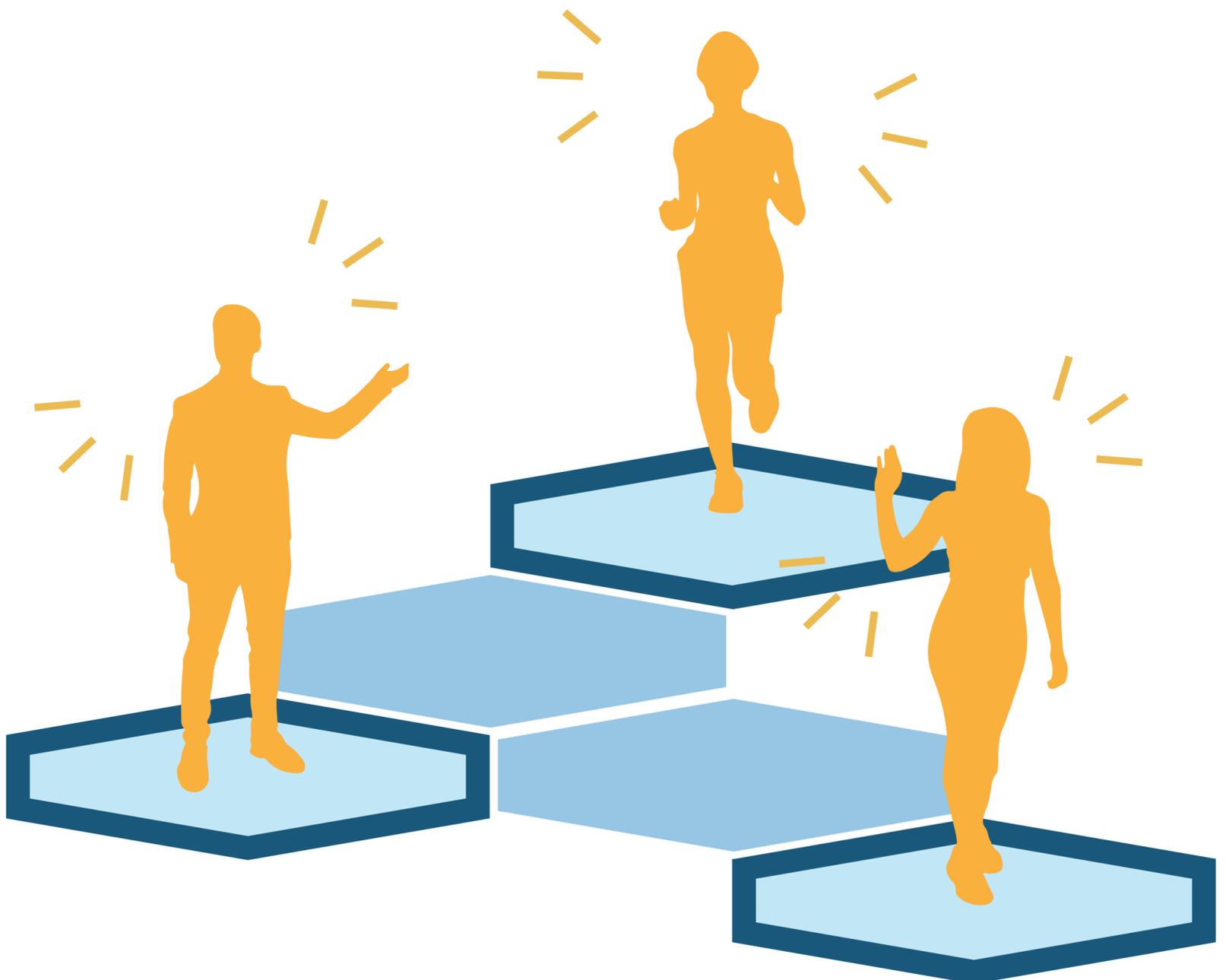
if you prefer, you can also use the print as a stencil: cut out what is black, place it on the ground, and spray paint it.



# congratulations!

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



# how to build the game boards

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story territory  
small

# step 01

---

## define the location:

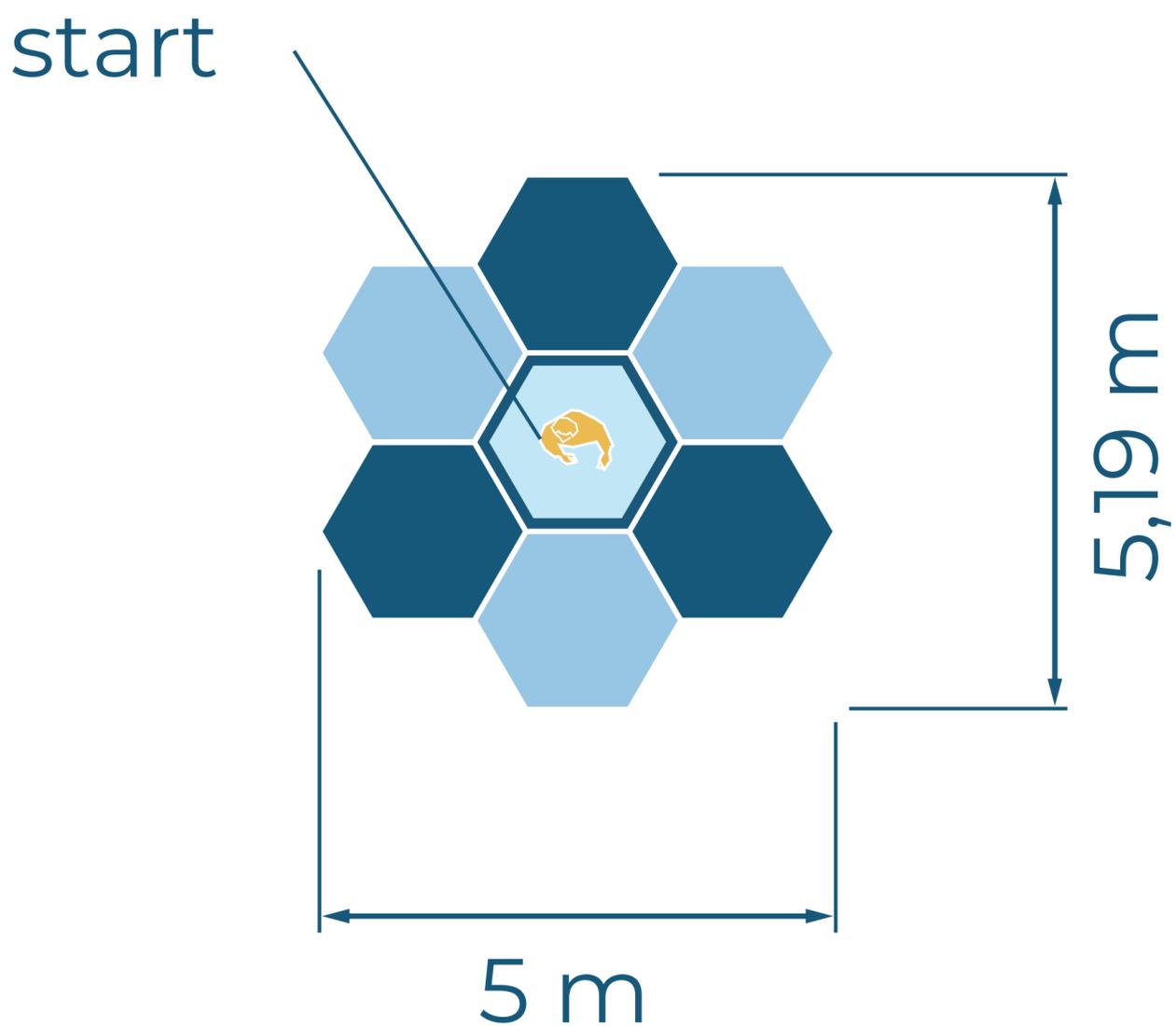
identify the space where you can draw your board: it can be a wide sidewalk, a square, a backyard, or any free space.

# step 02

---

## space required

to build the small story territory, you will need this space:



# step 03

---

## 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

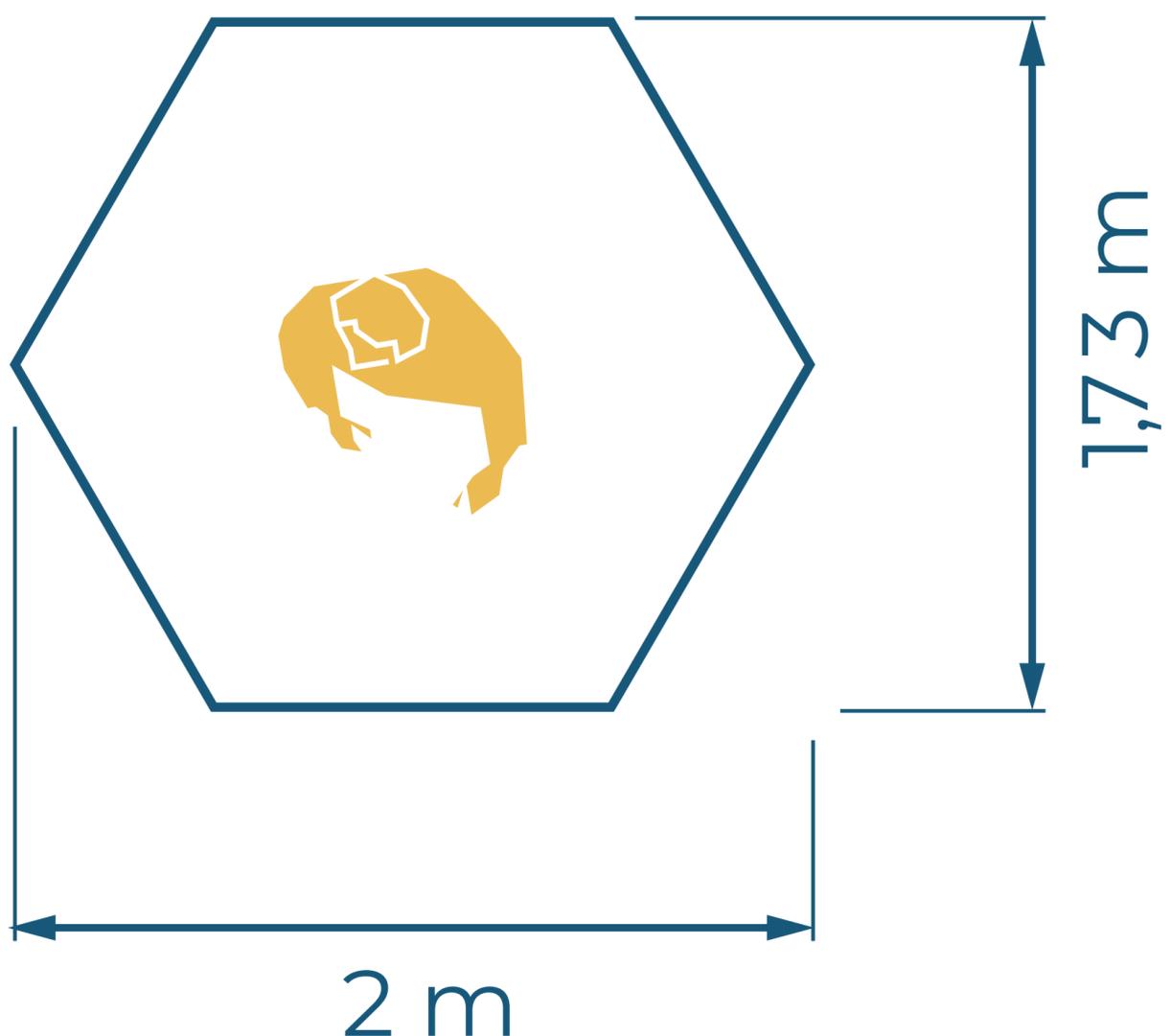
# step 04

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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 05

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## mold

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

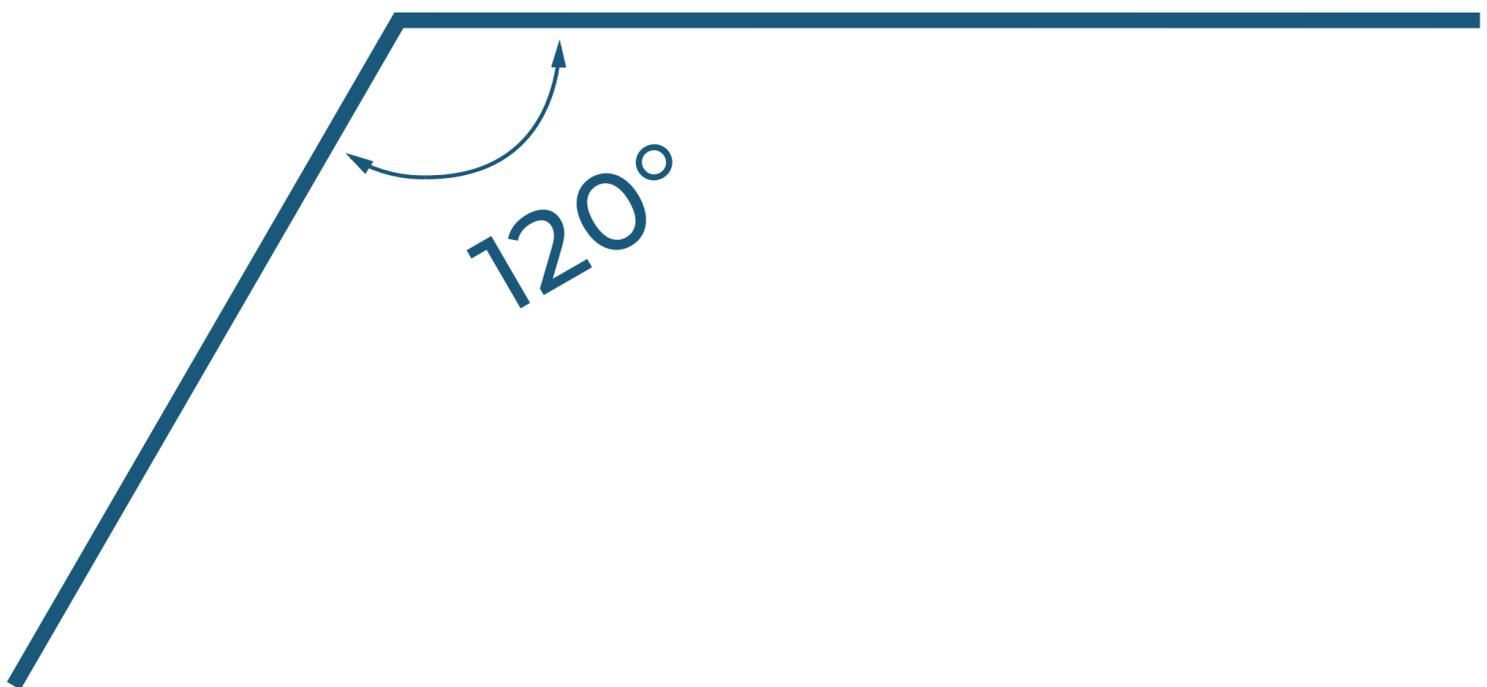
- . 2mm polystyrene sheet
- . rigid paper (ordinary corrugated cardboard, parchment paper or thick cardboard)
- . wooden slats
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# step 06

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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.

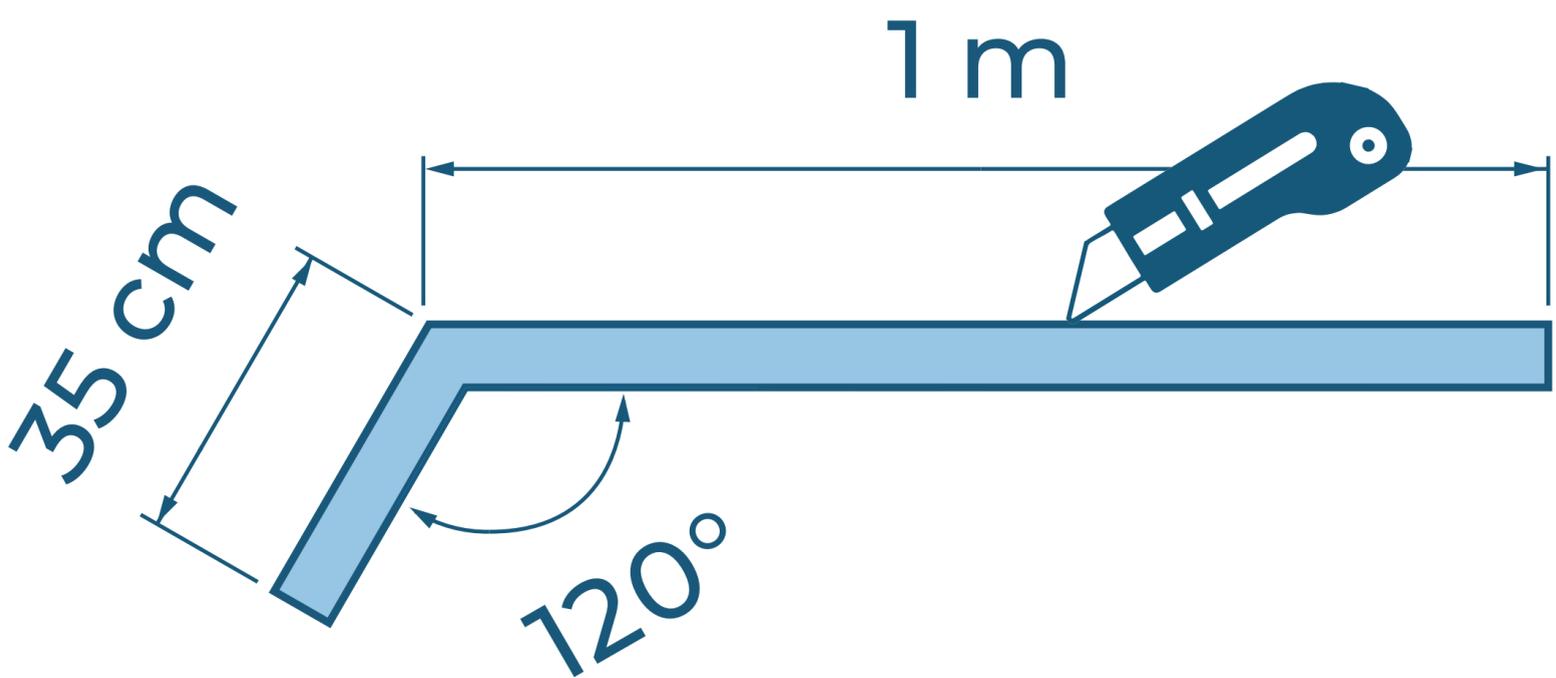


# step 07

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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.

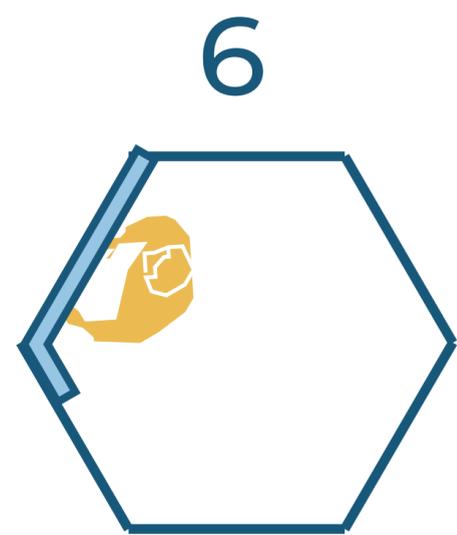
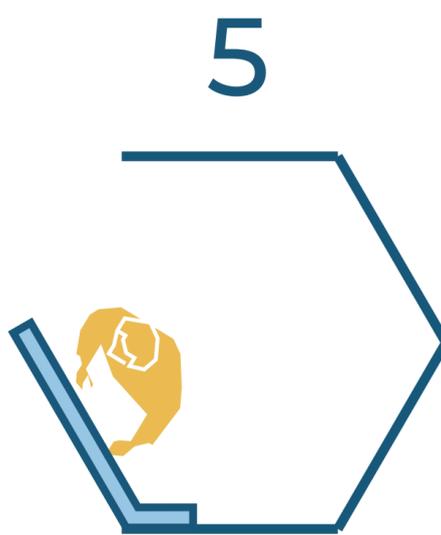
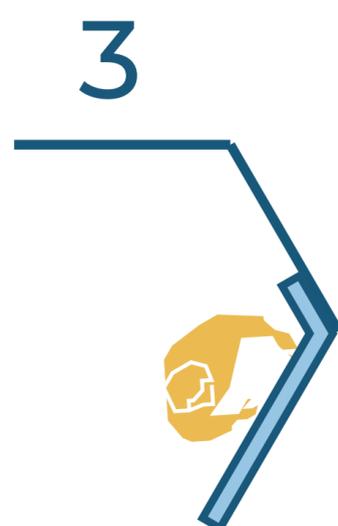


# step 08

---

## initial hexagon

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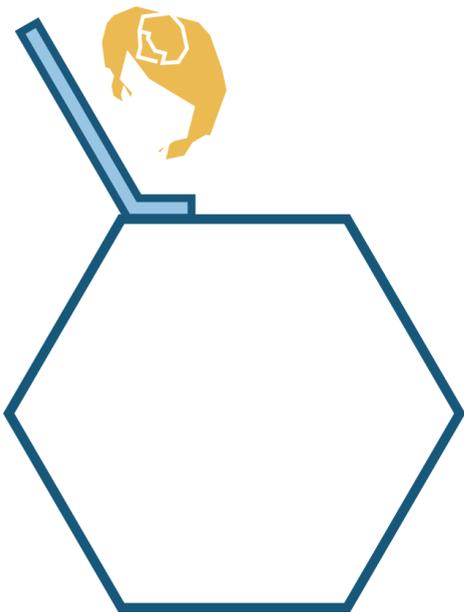


# step 09

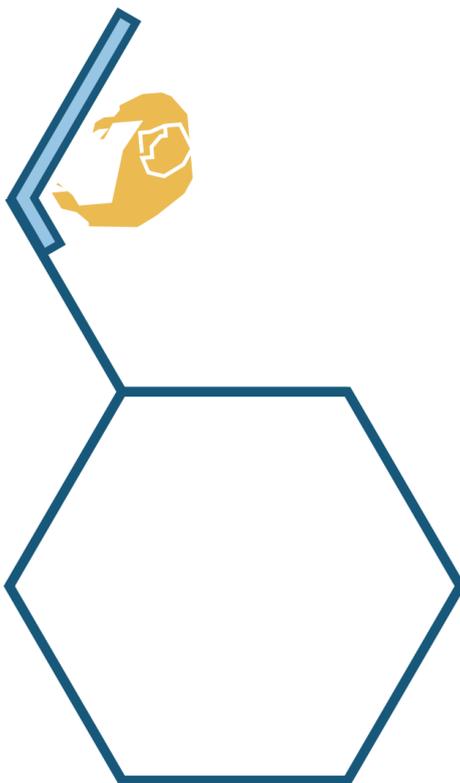
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start by drawing the initial hexagon. then follow the steps below:

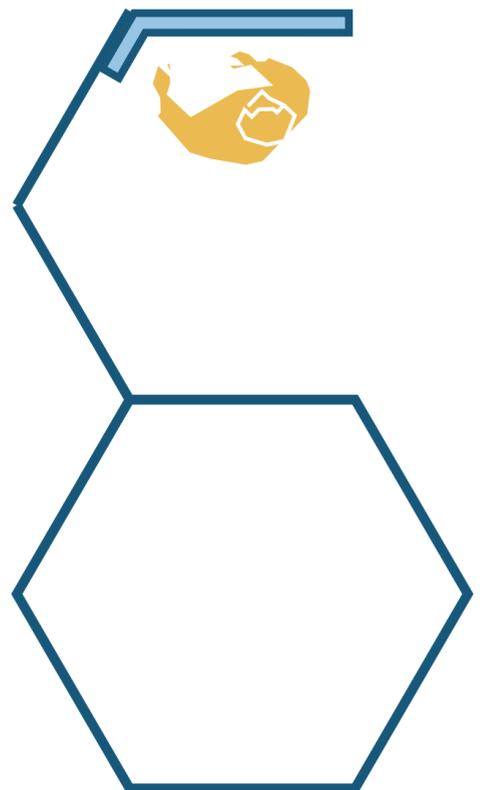
1



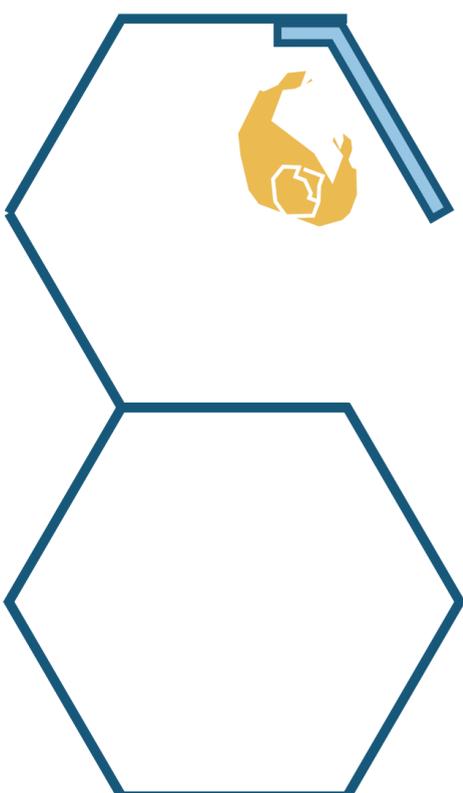
2



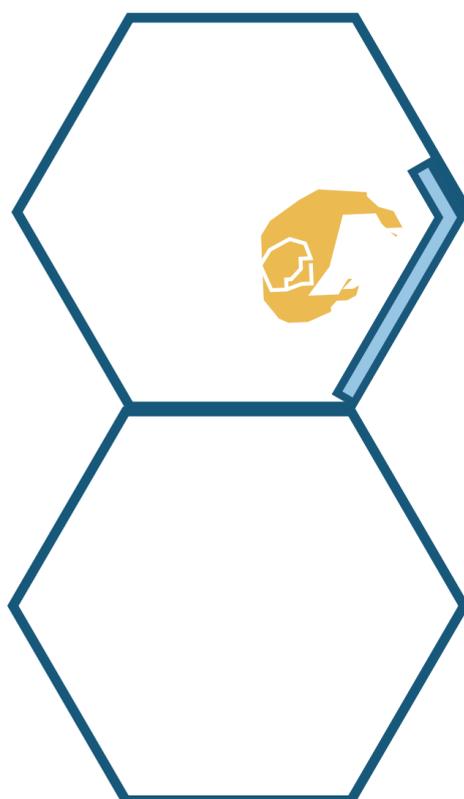
3



4



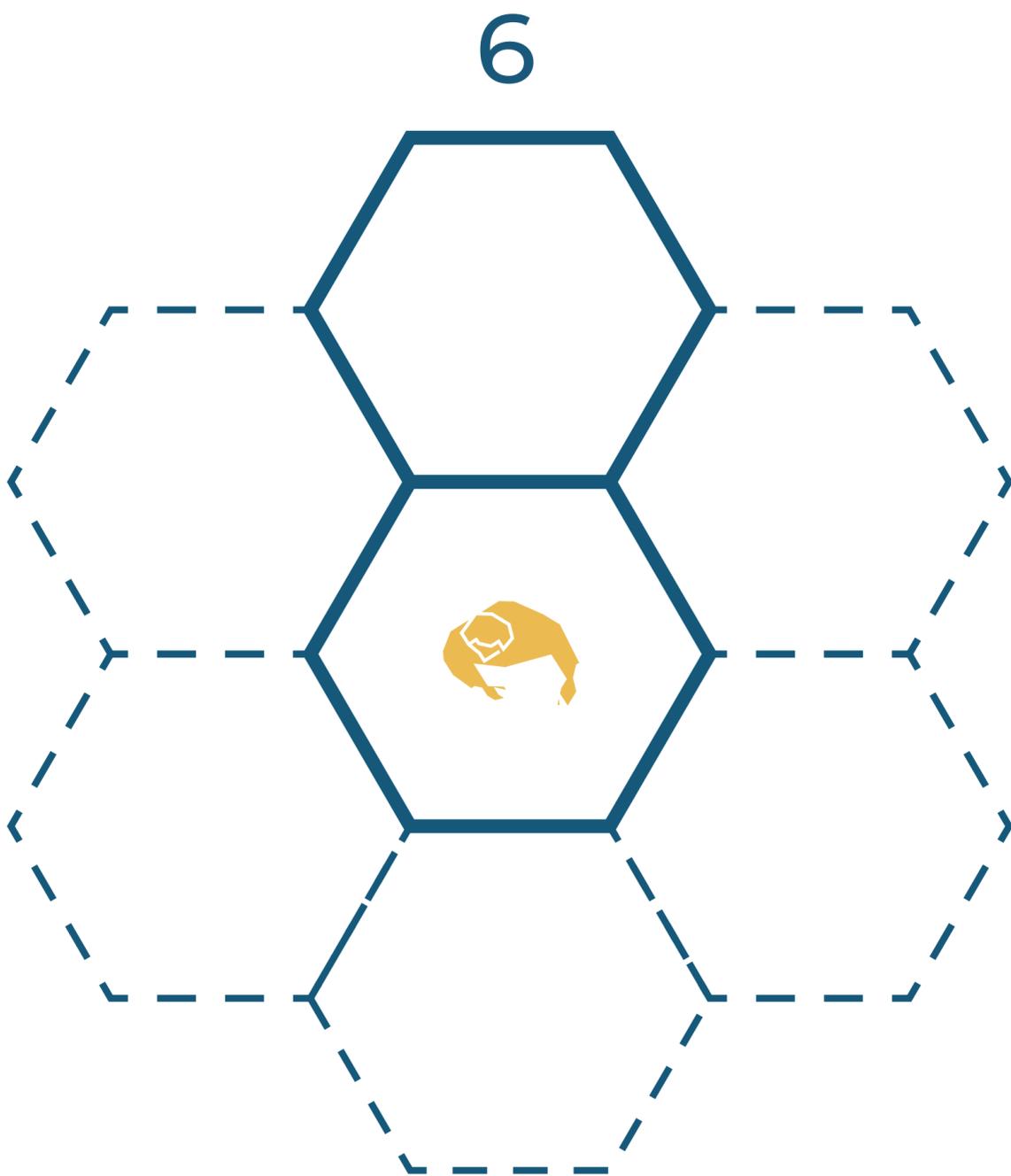
5



# step 10

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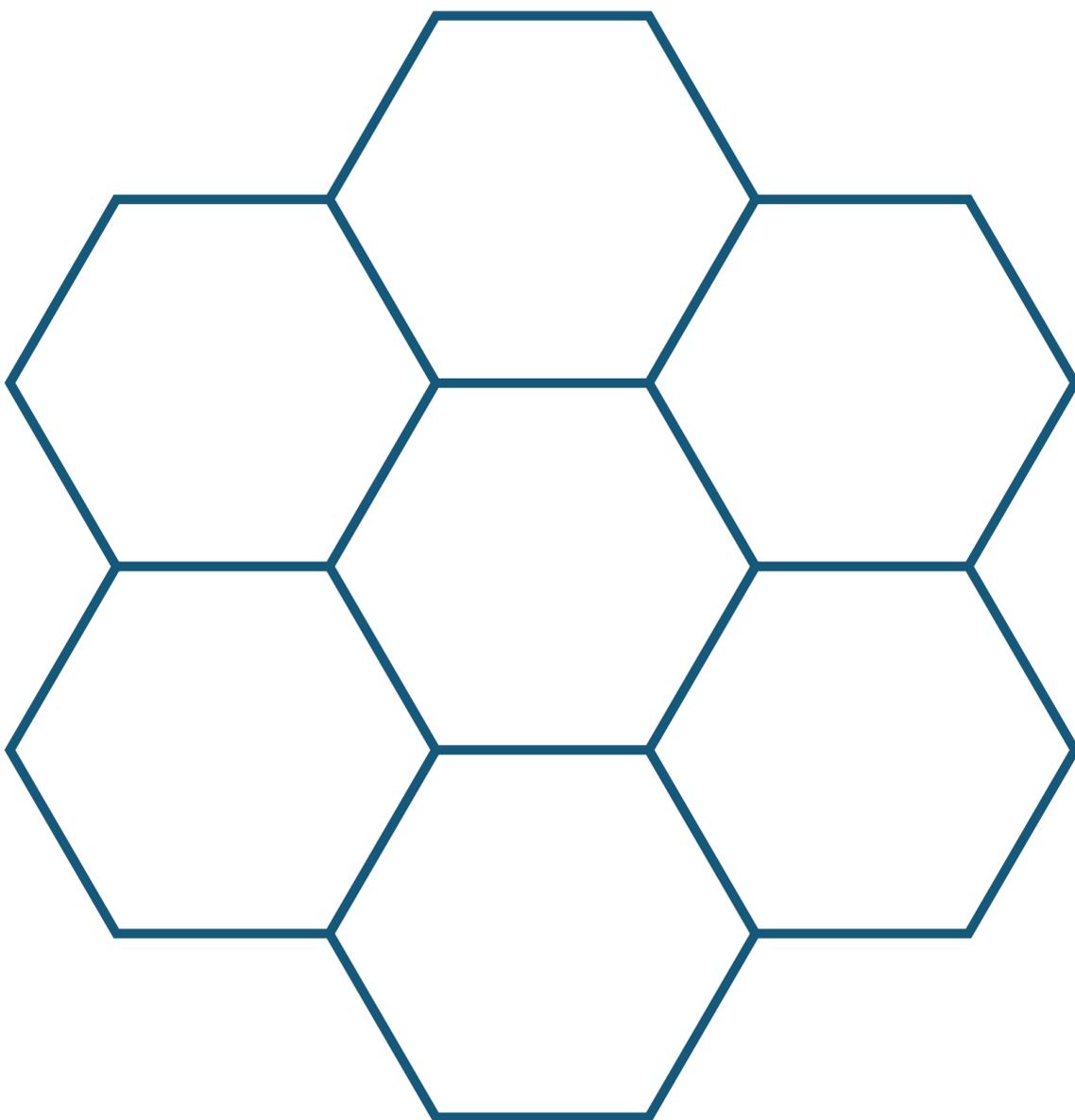
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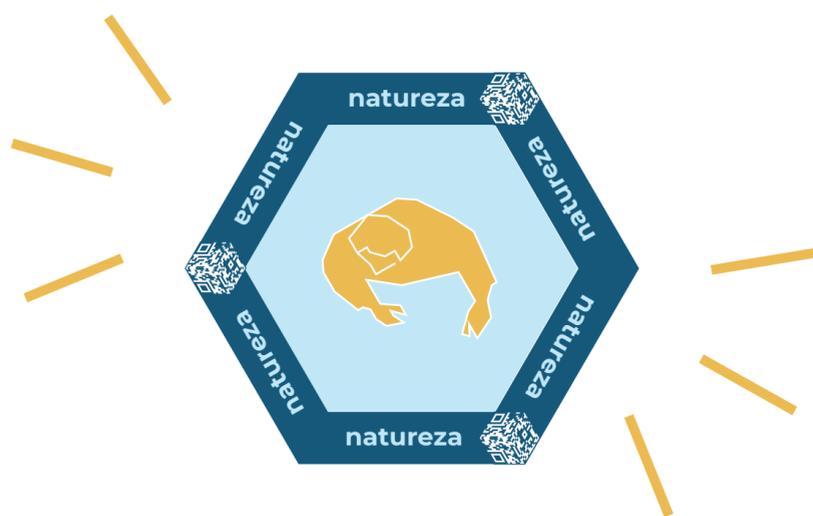


# step 13

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## superhouse

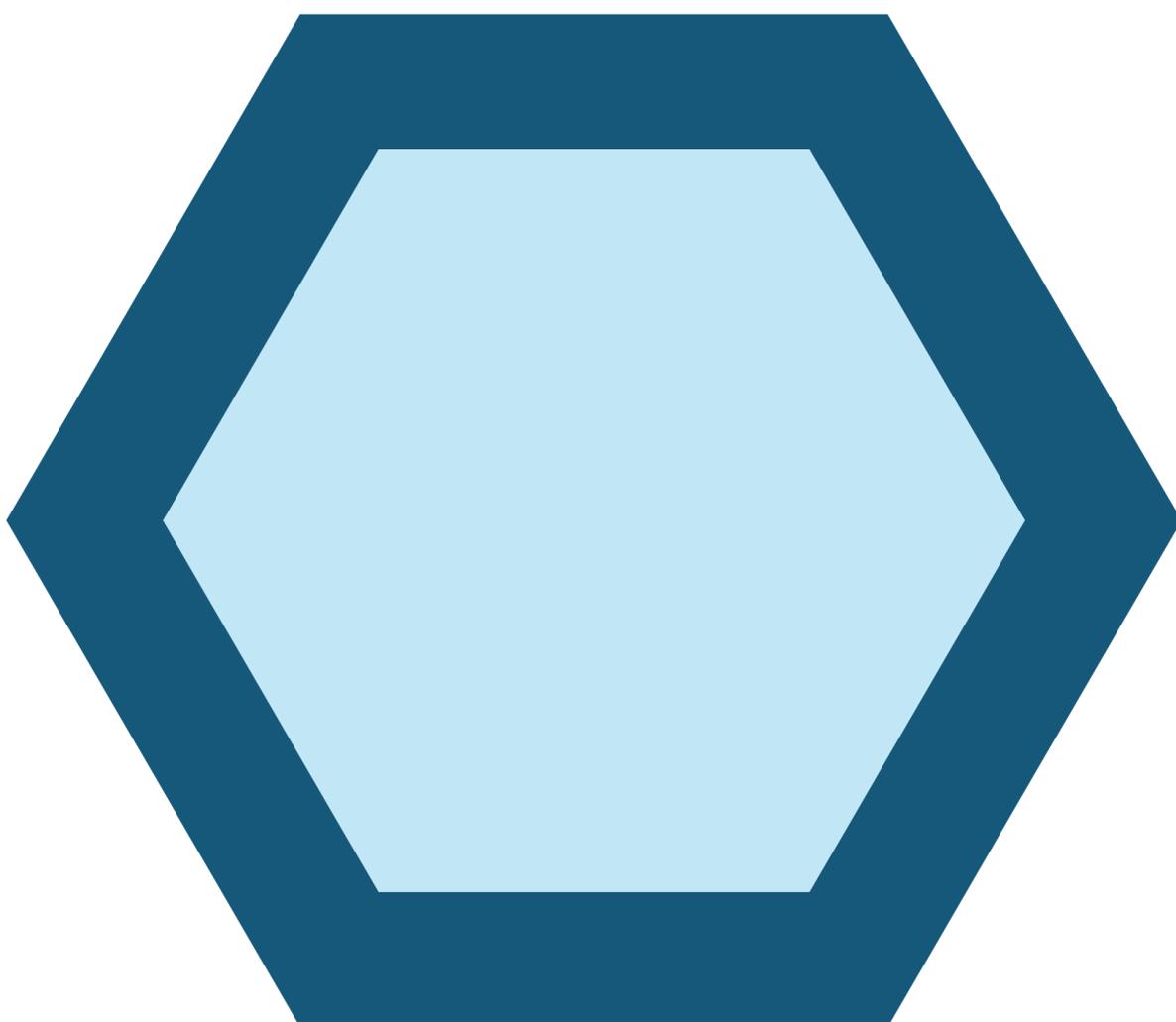
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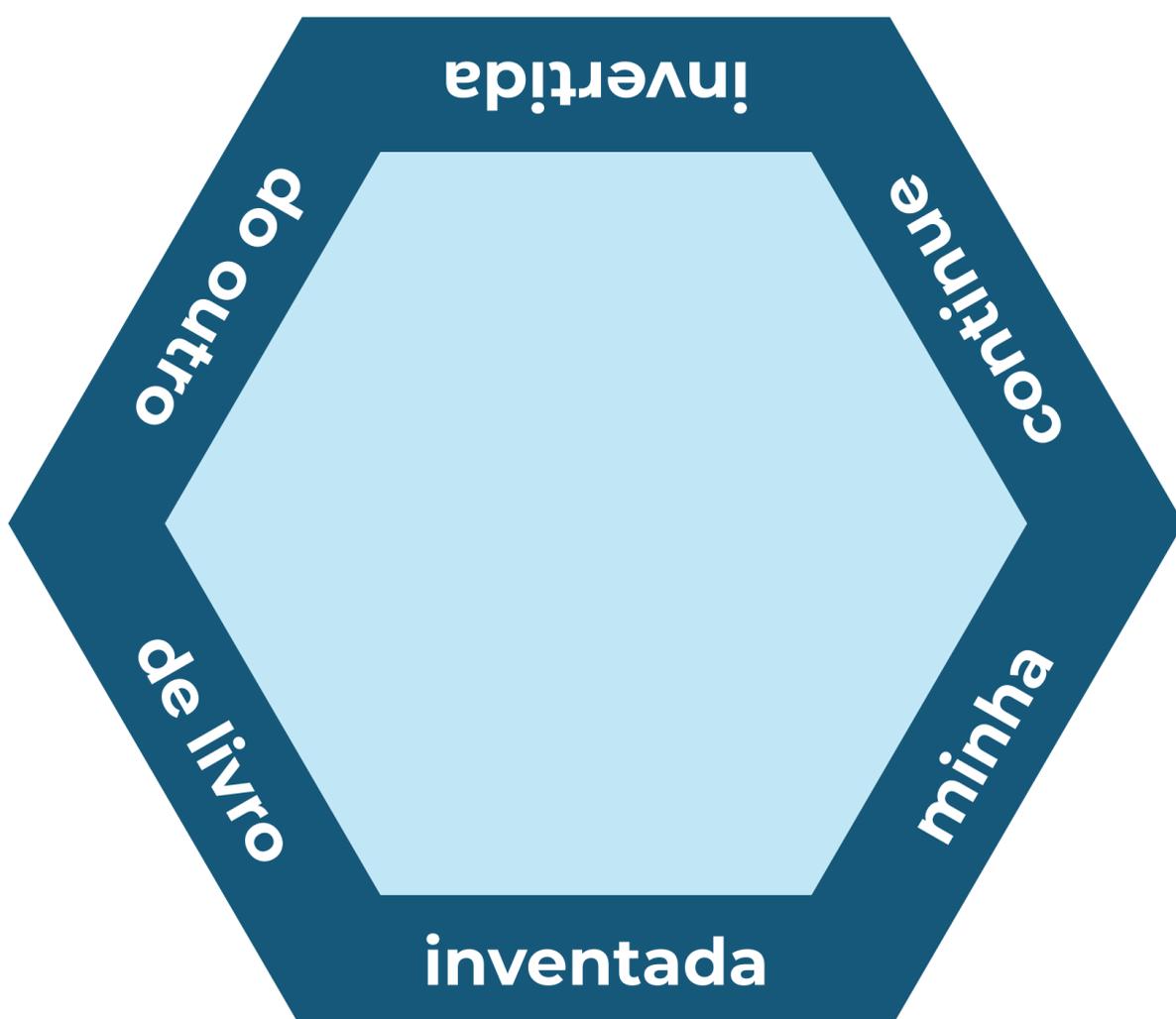


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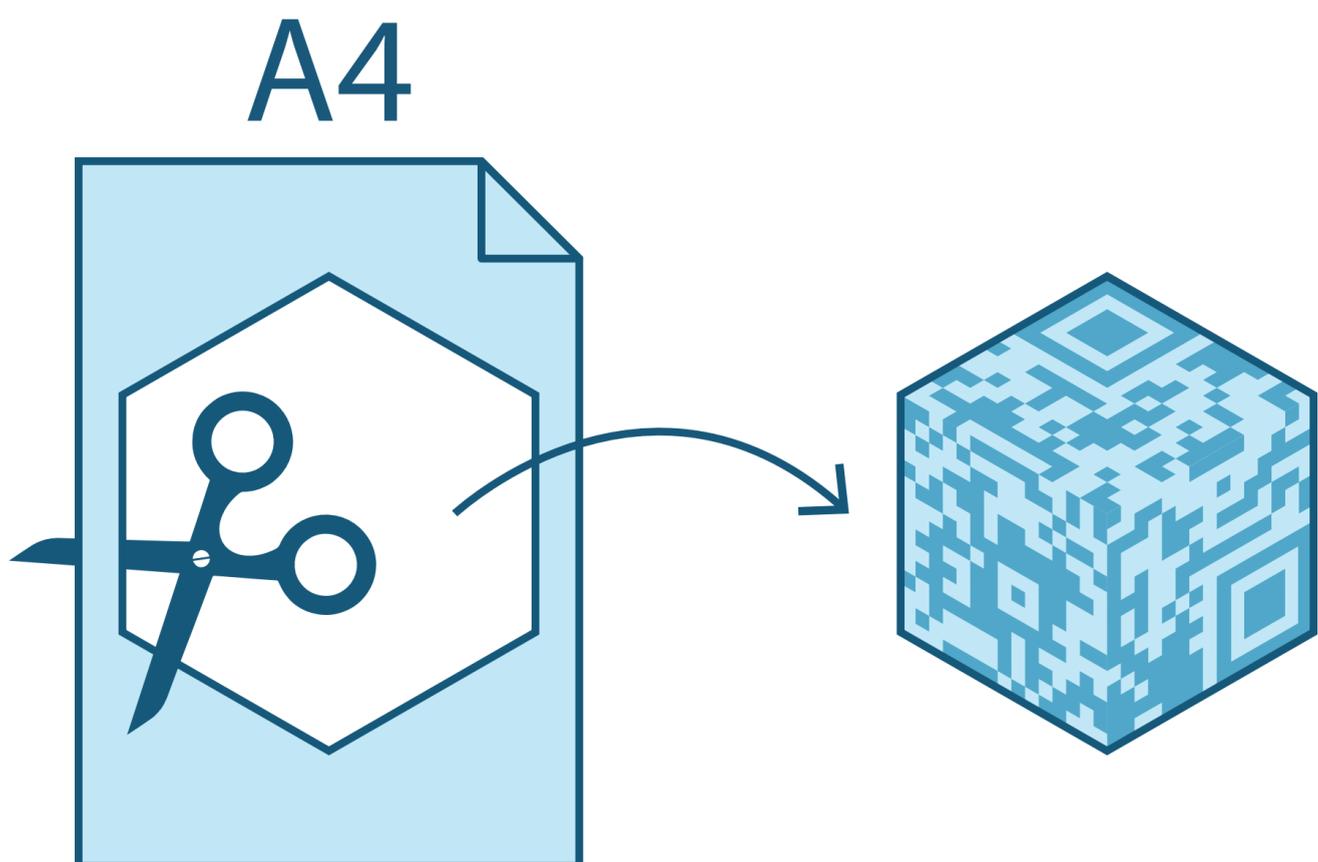
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- . from another
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- . inverted
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# step 16

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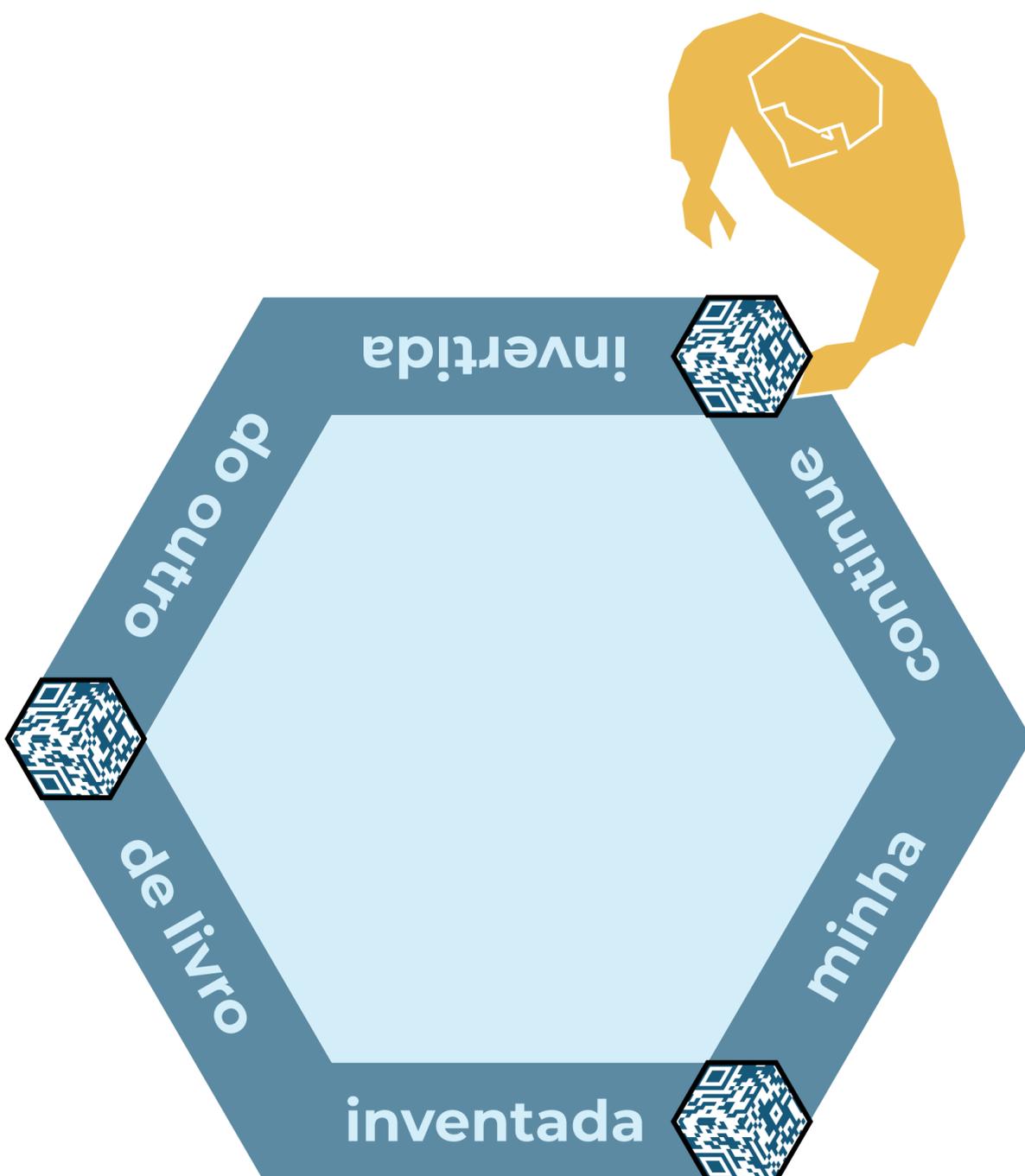
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