

# UNEB RPROJECT REPORT 2025



**SCHOOL:** MENGO SENIOR SCHOOL

**PROJECT THEME:** SKILLS AND INNOVATION FOR A  
SUSTAINABLE LIVING

**PROJECT TITLE:** MAKING A BOARD GAME FOR A  
SUSTAINABLE LIVING

**SUPERVISOR:**

## PROBLEM STATEMENT:

When we moved around our community of Mengo Senior School, we identified a problem that the community is facing.

During examination week in my school, I identified a problem of stress, boredom, and spending little or no time with friends in the Mengo Senior School community.

However, outside the school community, I identified and observed that most children and adults spend much time on the screen hence leading to eye defects i.e short sightedness, long sightedness, and headaches.

We carried out a survey where we used questionnaires to find out information about this problem.

### QUESTIONNAIRE

Hi, this is the Storm Group and we have a few questions we would like to ask you in order to come up with a product that is perfect for you.

1. Do you think stress is one of the biggest challenges students face?  
 Yes       No
2. How often do you get stressed?  
 Hardly       Sometimes  
Often
3. Do you think that playing a game would help you overcome stress?  
 Yes       No
4. If it is a board game, what would you wish the game to be like or to have to make it interesting?  
\_\_\_\_\_
5. Would you buy the board game if it is at a cheap price?  
 Yes       No
6. What would be your convenient time to play?  
 Breaktime       After classes  
 Lunch time       Weekends  
 Holidays

**THANK YOU FOR YOUR TIME.**

**GENDER:**

**AGE:**

**STREAM:**

**JUSTIFICATION:**

1. Student and Adults who are stressed are to benefit since playing board games can help lower stress and increase feelings of calmness hence relieving symptoms of anxiety and increases enthusiasm in other areas of students' lives.
2. Students and Adults who are bored are to benefit since board games are social i.e they are played with other people hence increasing socialism among them.
3. Eye defects caused by too much screen time will be reduced since students and adults will spend less time on the gadgets and instead spend their time playing this productive board game.

**RESOURCES/MATERIALS:**

1. Card board
2. Manilla paper
3. Glue
4. Tape
5. Space Printouts
6. Markers
7. Plain papers
8. Dices
9. Scissors

**BUDGET:**

S/No.	MATERIAL	QUANTITY	UNIT COST	TOTAL COST
1.	Card board	2	Free	0
2.	Manilla paper	1	Free	0
3.	Glue	1	1000	1000
4.	Tape	1	1000	1000
5.	Space Printouts	50	100	5000
6.	Markers	1	500	500
7.	Plain papers	10	Free	0
8.	Scissors	1	Available	0
9.	Dices	2	Available	0
AMOUNT(shs)				7500

**METHODOLOGY:**

1. Get a manila paper and use its width as the side of the square. Cut out that square.

2. Divide the distance by 10 on both sides of the square and draw lines to make a grid
3. Mark off where to put the planets, space stations and obstacles.
4. Use glue to paste the cutouts where they are supposed to be.
5. Use a marker to make the grid bold, and use another one to mark numbers on the grid as well as the x and y axis.
6. Mark the starting point and the home planet.
7. Mark arrows that show how the players should move.
8. Paste the manila paper on a cardboard and use tape to cover the whole manila paper so as to make it durable.
9. For the challenge cards, cut reasonable pieces of cardboard and paste plain papers on them. Use markers to write on them. Cut out numbers from polythene bags using a scissor and paste them onto the cards in form of vectors.
10. For the fuel cards, cut smaller pieces of cardboard, paste plain papers on them and use markers to draw them.
11. Cut out the printouts of the spacephotos and paste them on the grid using glue.

### **CHALLENGES FACED:**

- ✓ I faced a challenge of lack of funds to print out the space stations, planets, asteroids and obstacles to put on the boardgame.
- ✓ I faced a challenge of lack of enough time to finish the project since the term was really short and we took long time thinking of the idea.
- ✓ I faced a challenge that the manila we used to make the grid of the game got torn after sometime since it was not durable and we had to use money to buy tape and tape it.

### **POSSIBLE SOLUTION:**

- ✓ I started saving so as to have enough money so as to buy proper materials and make the game more better.
- ✓ I should start the next project earlier enough and look for the idea earlier enough to prevent inconveniences.
- ✓ I used colourless tape to tape the manila paper so as to make it durable and longlasting such that even though tea pours on it, nothing happens.

### **SUSTAINABILITY PLAN:**

### **CONCLUSION:**

Our product was not costly and was able to solve the problem of stress and boredom among students.

### WHAT LESSONS DID I LEARN?

- ✓ I learnt that one has to observe the environment very well and find out the problem from the surroundings like we found out that stress and depression is a problem in society today.
- ✓ I learnt we have to items from our surroundings to make our products since it encourages reusage and creativity like I did when we used snack packets and papers to make numbers for the challenge cars.

### RECOMMENDATION:

I recommend people that a board game is really a good way of overcoming stress and depression since it was most liked by many people after we sampled it and they enjoyed it most especially after the examination period since many people wanted to relieve their stress.

### REFERENCE USED:

#### Internet:

- <https://www.instructables.com/Build-your-Own-Board-Game/> - getting ideas on the steps of making a board game.
- <https://buckslib.org/benefits-of-playing-board-games/> - getting the benefits of the board game.