

# Home of the Green Gecko

## Board Game Instructions and Materials

### Object of the Game

To win, a player's Happiness and Energy-Savings scores must both be over 12, AND she must have the highest total score.

You earn points by making choices presented on Choice Cards. Each choice gives you a Happiness score and an Energy-Savings score.

**Number of Players:** 2-4 players (per board)

**Time:** 25+ minutes; the game takes longer with more girls.

### Pre-Game Setup

#### Print for Every 2-4 Girls:

- Game Board – 1 (color; 2 pieces)
- Scoring Sheets – 2-4 (1 per girl; color)
- Choice Cards – 1 set (4 decks of 9 cards each; color)
- Game Pieces, Happiness Tokens, and Energy-Savings Tokens – 1 sheet (color)
- Game Instructions (this document) – Optional: 1 set (3 pages)

#### Gather for Every 2-4 Girls:

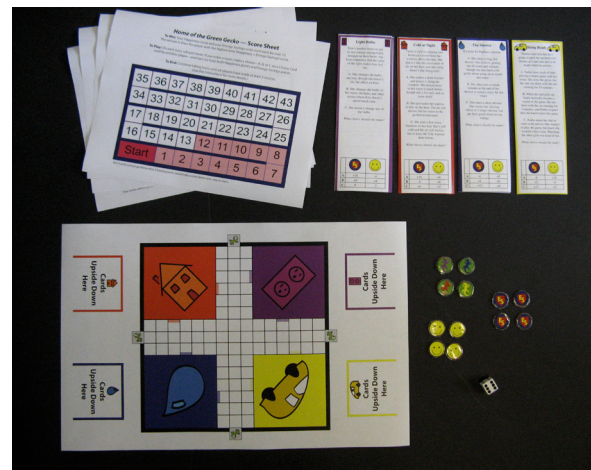
- Dice – 1 for every game board
- Pennies – 6 to 12 (3 for every girl)
- Scissors
- Tape

#### Cut Out:

- Choice Cards (Keep the different-color cards as separate decks.)
- Game Pieces, Happiness Tokens, and Energy-Savings Tokens

#### Assemble:

- The Game Board by taping the two pieces together where they connect.
- The Game Pieces, Happiness Tokens, and Energy-Savings Tokens by attaching the cut-outs to pennies with tape or paste.



The *Home of the Green Gecko* Board Game—printed, cut out, and assembled.



Assembled Game Pieces, Happiness Tokens, and Energy-Savings Tokens

## Getting Started

- Each player should have:
  - A Scoring Sheet
  - A gecko Game Piece (colored gecko taped on a penny)
  - A Happiness Token (happy-face taped on a penny)
  - An Energy-Savings Token (E-S shield taped on a penny)

Each group of 2-4 players should have:

- A Game Board
  - 4 decks of Choice Cards: blue, red, yellow, and purple
  - 1 die
  - Optional: 1 set of instructions
- Shuffle each deck of cards, keeping the different-color decks separate. Place each deck, face-side down, around the board.
  - Position each player's gecko Game Piece on one of the starting squares, marked with a picture of a gecko.
  - Roll the die to see who goes first. The girl with the highest roll starts.

## Game Play

Roll the die and move that many squares on the board. You CAN move forward, backward, or side-to-side. You CANNOT move diagonally or through a square occupied by another player's piece or through the same square more than once during a turn.

## Rooms and Choices

Enter any of the colored rooms by their doorways.

When you enter a room, another player (a) picks a Choice Card the same color as the room you entered and (b) reads the card to you. She should NOT tell you any of the scores.

Make your choice—A, B, or C. The player reading the card tells you the Happiness and Energy-Savings scores for that choice. Move your tokens on your Scoring Sheet. Your Happiness and Energy-Savings scores cannot go above 43 nor below 0. Remember, you can only win the game if BOTH your Happiness score and your Energy-Savings score are above 12. The winner is the player with the highest total score.

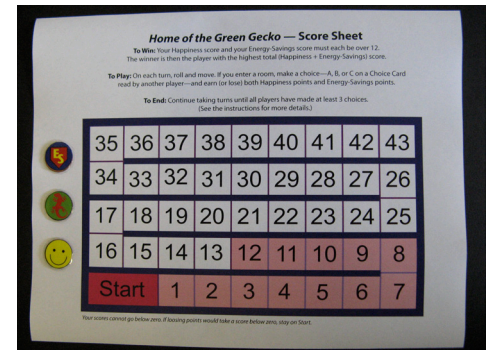
## Multiple Turns

Each time you make a choice, keep that Choice Card so you can track how many choices you have made and in which rooms. You must make at least 3 choices, with no more than 2 choices made in any one room.

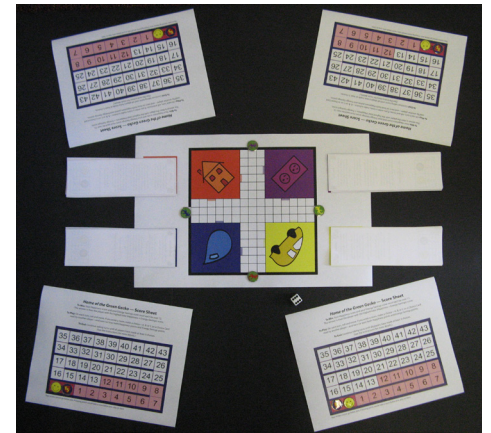
You cannot stay in a room for more than one turn. Instead, you must roll and leave the room, using either doorway. On your next turn, you can try to go to another room or return to the room you just left.

## End Game

Play continues until all players have made 3 choices, at which point all play stops immediately. Some players may have made more than 3 choices.



The items each player should have:  
1 Score Sheet and 3 covered pennies.





## Scoring

All players with both a Happiness score AND an Energy-Savings score above 12 should add these scores together to get their total score. The player with the highest total score wins.

## Example

35	36	37	38	39	40	41	42	43
34	33	32	31	30	29	28	27	26
17	18	19	20	21	22	23	24	25
16	15	14	13	12	11	10	9	8
		1	2	3	4	5	6	7

**Beginning of Game:** Game play starts with both the Happiness token and the Energy-Savings token on Start.

35	36	37	38	39	40	41	42	43
34	33	32	31	30	29	28	27	26
17	18	19	20	21	22	23	24	25
16	15	14	13	12	11	10	9	8
	Start	1	2	3	4		6	7

**First Choice:** This player's first choice gave her +5 Happiness points and -2 Energy-Savings points. Since a score cannot go below zero, her Energy-Savings token has stayed on Start.

35	36	37	38	39	40	41	42	43
34	33	32	31	30	29	28	27	26
17	18	19	20	21	22	23	24	25
16	15	14	13	12	11	10	9	
Start	1	2	3	4	5		7	

**Second Choice:** The player's second choice gave her +3 Happiness points and +6 Energy-Savings points. She moved her tokens accordingly, adding the 3 Happiness points to her existing Happiness score (5).

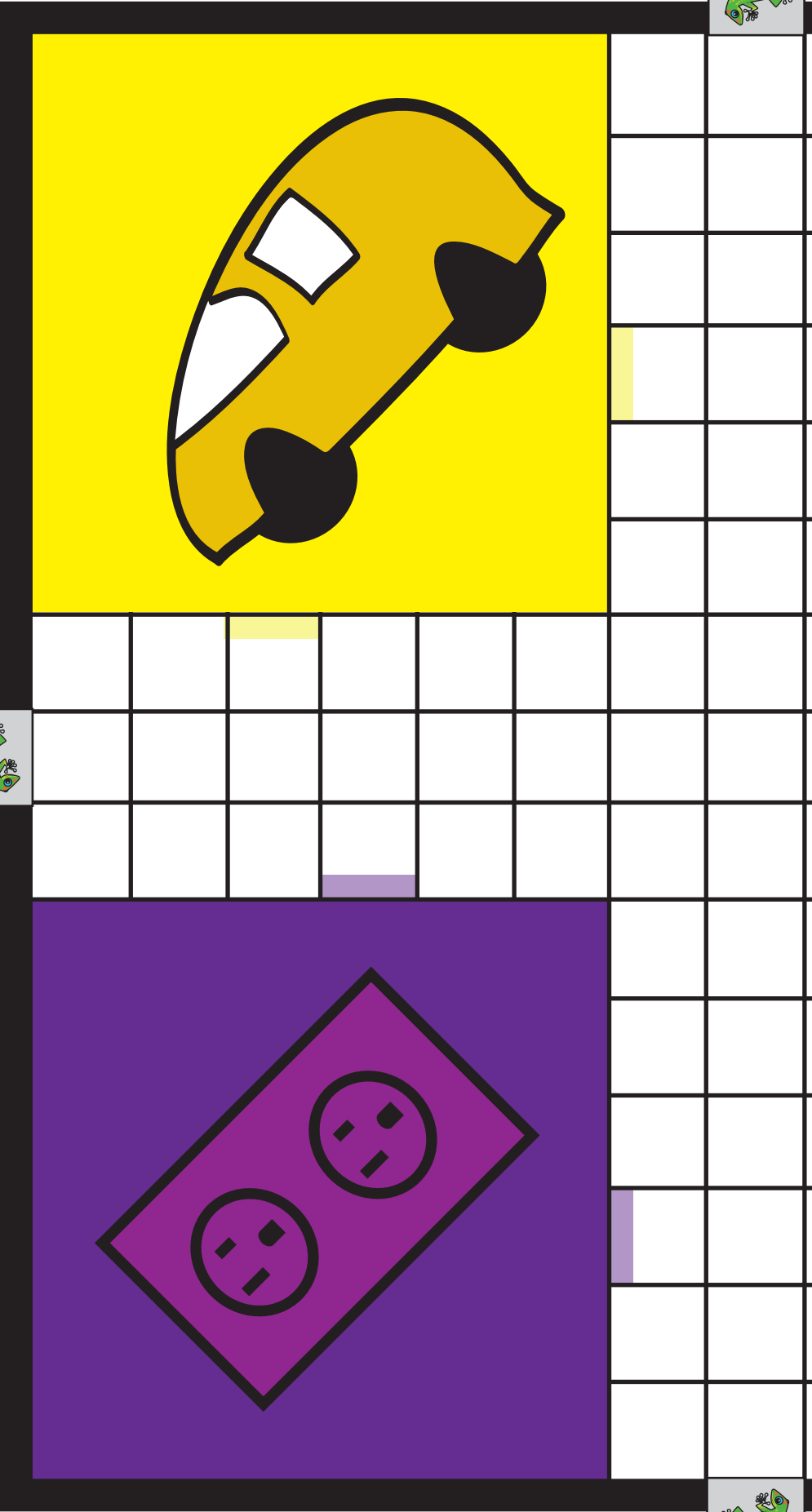
35	36	37	38	39	40	41	42	43
34	33	32	31	30	29	28		26
17	18	19	20	21	22	23	24	25
16	15		13	12	11	10	9	8
Start	1	2	3	4	5	6	7	

**End of Game:** At the end of the game, the player's Scoring Sheet looks like this. She is qualified to win since both her Energy-Savings and Happiness Tokens are above 12 points. Her total score is 41 (27 Happiness points + 14 Energy-Savings points).

**About GECCo:** The Girls' Energy Conservation Corps is an energy conservation program for Junior and Cadette Girl Scouts funded by the National Science Foundation and developed by TERC, a nonprofit education research and development organization in Cambridge, MA, in collaboration with the Girl Scouts of Eastern Massachusetts and 360KID.

The GECCo program is supported by the National Science Foundation (Grant # DRL-0813434). Any opinions, findings, conclusions or recommendations expressed in this Website are those of the authors and do not necessarily reflect the views or policies of the National Science Foundation.





Cards

Upside Down

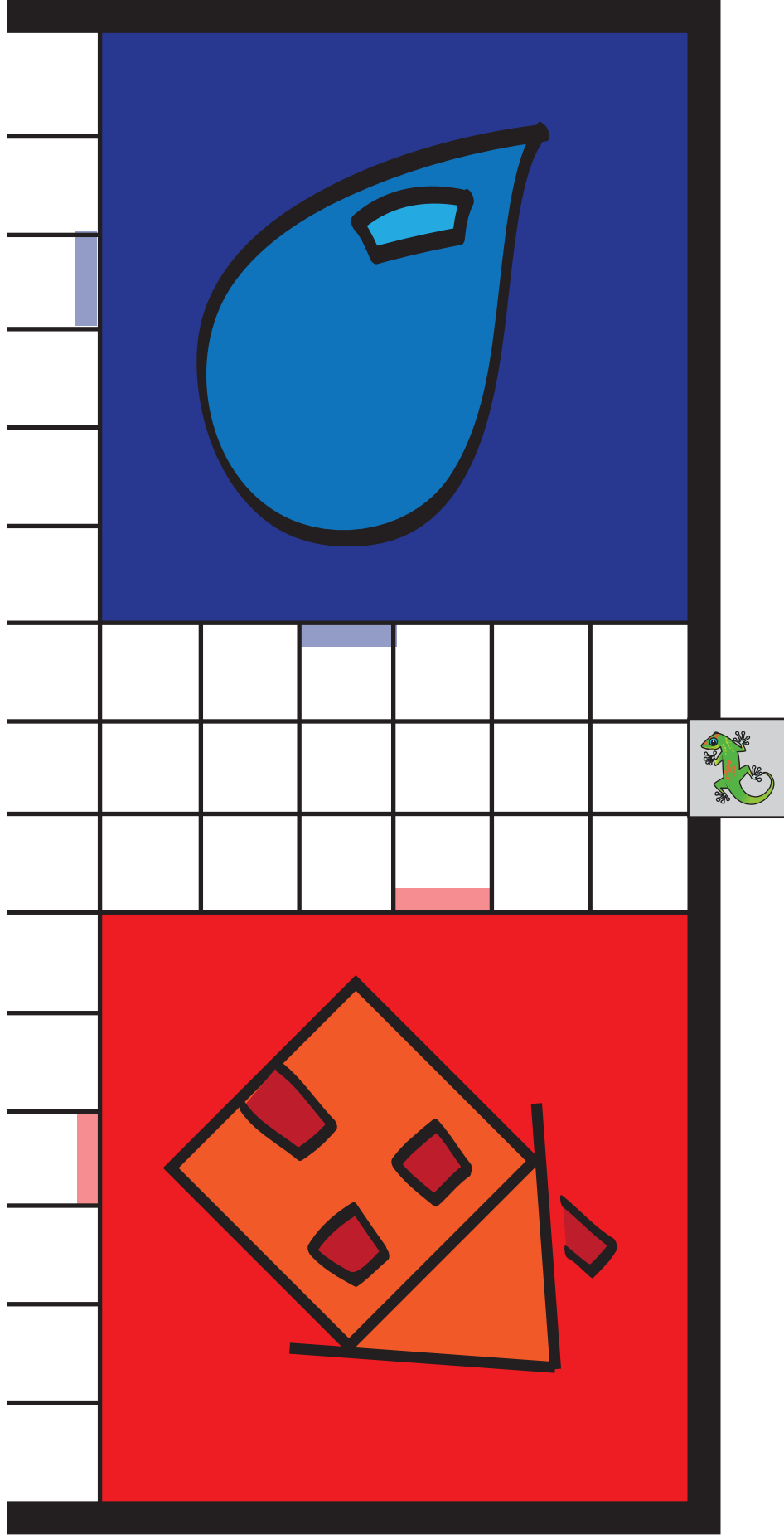
Here



Cards

Upside Down

Here



**Cards  
Upside Down  
Here**



**Cards  
Upside Down  
Here**

# Home of the Green Gecko — Scoring Sheet

**To Win:** Your Happiness score and your Energy-Savings score must each be over 12.

The winner is then the player with the highest total (Happiness + Energy-Savings) score.

**To Play:** On each turn, roll the die and move your gecko. If you enter a room, make a choice—A, B, or C on a Choice Card read by another player—and earn (or lose) Happiness points and Energy-Savings points.

**To End:** Continue taking turns until all players have made at least 3 choices.  
(See the instructions for more details.)

35	36	37	38	39	40	41	42	43
34	33	32	31	30	29	28	27	26
17	18	19	20	21	22	23	24	25
16	15	14	13	12	11	10	9	8
Start	1	2	3	4	5	6	7	

*Your scores cannot go below zero. If losing points would take a score below zero, stay on Start.*

## Game Pieces and Tokens

Cut out each game piece and token and tape it to a penny.

### Player 1

Game Piece



Happiness Token



Energy-Savings Token



### Player 2

Game Piece



Happiness Token



Energy-Savings Token



### Player 3

Game Piece



Happiness Token



Energy-Savings Token



### Player 4

Game Piece



Happiness Token



Energy-Savings  
Token



## Choice Cards

Cut out the cards, keeping the different-color cards separate.



### Movies





*Jennifer just learned that the movie she really wants to see starts earlier than she thought.*

*A. She catches the bus, worrying all the way there about being late. She misses the first preview, but she makes the movie on time.*

*B. She is given a ride, getting to the movie on time.*

*C. She walks, which is something she's done often before. She misses the first few minutes of the movie.*

*What choice should she make?*

		
A	+6	+4
B	-2	+8
C	+10	-2



### Waiting





*Kofi is waiting for his brother to get out of school. It's cold outside.*

*A. Kofi asks his grandpa to turn on the car long enough to heat up the car and then to turn it back off again. It gets chilly in the car before his brother arrives, but not too cold.*

*B. Kofi asks his grandpa to turn on the car and run the heater so he stays warm.*

*C. Kofi doesn't ask to have the heat turned on, but instead keeps his jacket, hat, and mittens on and deals with being somewhat cold.*

*What choice should he make?*

		
A	+6	+2
B	-4	+10
C	+10	0



### Being Ready





*Nadia's dad tells her he's going to pick her up from Girl Scouts at 5 and asks her to be ready when he arrives.*

*A. Nadia loses track of time playing a board game with her troop. She wins the game, but her dad sits there with the car running for 15 minutes.*

*B. When her dad pulls up, Nadia hurriedly finishes a round of the game. He sits there with the car running for 3 minutes, and Nadia is upset that she had to leave the game.*

*C. Nadia meets her dad as soon as he arrives. She wanted to play the game, but knew she wouldn't have time. Watching the other girls was kind of fun.*

*What choice should she make?*

		
A	-4	+10
B	+2	-4
C	+12	+2



## Choice Cards

Cut out the cards, keeping the different-color cards separate.



### Concert



Robby is going to a major concert with 3 friends.

A. Robby and his friends carpool. Robby ends up sitting on the uncomfortable middle seat for the long ride.

B. Robby and his friends go in two cars so they will be more comfortable. Robby goes with Damion, whom he really likes.

C. Robby and his friends each have their mothers drive them to the concert alone. Robby gets the front seat, which he loves, but it might have been more fun with his friends in the car.

What choice should he make?

A	+10	-2
B	+6	+8
C	-4	+6



### Dance Class



Tahalia and a friend have joined different dance classes. Tahalia's class ends at 5:00 and her friend's class ends at 5:30.

A. Tahalia complains so much that her dad drives especially to pick her up at 5. She likes getting home quickly.

B. Tahalia waits for half an hour to carpool with her friend's mom.

C. Tahalia takes the bus. It will get her home a little earlier than if she carpoled, and she likes taking the bus.

What choice should she make?

A	-2	+6
B	+10	0
C	+8	+2



### School



Lilly doesn't mind the 20-minute walk to school, but the uphill walk home seems so unfair after a long day.

A. Lilly walks, but grumbles about it all the way up the hill.

B. Lilly asks a friend's mom if she can take her home. It's a couple blocks out of her way, but she doesn't mind, and Lilly thinks it's fun to be in the car with her friend.

C. Lilly calls her grandma and whines about how tired she is until her grandma agrees to come pick her up. Lilly has to wait a bit, but at least she doesn't have to walk.

What choice should she make?

A	+10	-2
B	+3	+5
C	-4	+4

## Choice Cards

Cut out the cards, keeping the different-color cards separate.



### Biking



*Han's school is within easy riding distance, and he generally likes riding his bike, but it messes up his hair.*

*A. He drags his feet until he's so late his parents have to drive him to school. He really likes how his hair looks all day.*

*B. He leaves a few minutes early and bikes to school, enjoying the ride. He brings along a comb to fix his hair before school starts.*

*C. He bikes to school. His hair isn't perfect, but the ride was fun.*

*What choice should he make?*

A	-2	+8
B	+10	+4
C	+10	+2



### New Book



*The latest book of Saige's favorite series just came out. Saige has been waiting months to read it, but it's not available at the local bookstore. Her uncle says it's available near him.*

*A. Saige asks her uncle to buy and mail the book to her home. It'll take a couple days, but she should have it by the weekend.*

*B. She decides to be patient. The bookstore just around the corner is supposed to have the book next week.*

*C. She asks her mom to drive her over to the bookstore near her uncle's house. She starts reading the book on the drive home, getting all the way to chapter 4 while in the car.*

*What choice should she make?*

A	+6	+6
B	+10	-2
C	-4	+10



### Shipping



*All the popular kids at Dave's school are eating a fancy new lunch pack. Right now, being popular is very important to Dave.*

*A. Dave gets his dad to buy him some of the lunch packs. He likes that the popular crowd notices, but the food had to be shipped a long way.*

*B. Dave makes his own bagged lunch from locally grown food. It isn't currently popular to bring a bagged lunch, but the lunch tastes good and nothing had to be shipped very far.*

*C. Dave makes his own lunch from locally grown food, but includes a fancy, non-local dessert. He doesn't like bringing a bagged lunch to school, but he has something to share with the popular kids.*

*What choice should he make?*

A	-2	+10
B	+9	+3
C	+5	+5

## Choice Cards

Cut out the cards, keeping the different-color cards separate.



### Sleeping Cold



Rehan loves curling up under a toasty comforter when it is cold out, but her room is currently being heated a bit too much for this.

A. She opens the window a crack, letting in cold air. The temperature is perfect and the cool breeze feels nice.

B. She asks her parents to turn down the heat at night. She doesn't get that nice cool breeze on her face, but the temperature is OK.

C. She sleeps with a lighter blanket. She'd prefer a cooler room and the comforter, but she can deal with it.

What choice should she make?

A	-4	+10
B	+10	+6
C	+6	+2



### Cold at Night



There is cold air seeping into Rebecca's room from the window above her bed. She doesn't like the movement of air on her face, and she really doesn't like being cold.

A. She makes a draft blocker and places it along the window. The temperature in her room is much better, though still a bit cool, and no more draft!

B. She persuades her parents to turn up the heat. The air still moves, but her room is the perfect temperature.

C. She puts a few extra blankets on her bed. She's still cold and the air still moves, but at least she'll be warmer than before.

What choice should she make?

A	+10	+6
B	-4	+8
C	+6	+2



### Freezer



Jonah is really warm, but his father doesn't want to turn on the air conditioning.

A. He opens the freezer and stands in front of it, enjoying the cool air. He feels cool immediately.

B. He stands in front of the fan. He is still warm, but the fan feels really good.

C. He drinks a glass of ice water. He's still warm, but it feels nice holding the glass in his hand and against his forehead.

What choice should he make?

A	-6	+10
B	+4	+6
C	+6	+4

## Choice Cards

Cut out the cards, keeping the different-color cards separate.



### Stuffy



*It's been so hot that the air conditioner has been on in Yuree's home. The temperature inside is good, but Yuree doesn't like the stuffy feel of air-conditioner air.*

*A. In the morning, Yuree checks the weather forecast. It's going to be a nice cool day, so she ask her mom to turn off the air conditioner and helps her open all the windows to let in the cool breeze.*

*B. She only realizes in the late afternoon that it's cool outside. She asks her mom to turn off the air conditioner and helps her open all the windows to let in the cool breeze.*

*C. She leaves the air conditioner on all day.*

*What choice should she make?*

A	+10	+8
B	+5	+6
C	-2	+4



### Air Conditioning



*It's a really hot day out, the sun is pouring in the windows, and Seth's room is beginning to get uncomfortably warm.*

*A. He turns up the air conditioner. His room will cool off quickly and stay cool.*

*B. He turns on a fan. He feels cooler immediately, but the room won't cool down as much and the temperature will continue to go up during the afternoon. However, a fan uses less energy than the air conditioning.*

*C. He pulls the shades on his windows down most of the way. This blocks the sunlight, and while the room doesn't get any cooler, it also doesn't get any warmer and it doesn't use any energy.*

*What choice should he make?*

A	-4	+10
B	+2	+4
C	+10	+6



### Curtains



*It was a cool night, but it's going to be a hot day. Priya plans to play outside in the morning, then be back in her room for the afternoon.*

*A. She dashes outside to play, leaving the curtains and windows open. The temperature in her room that afternoon is uncomfortable.*

*B. She delays going out to play to close the curtains and windows. Her room that afternoon is a bit warm, but not too bad, since she kept the cool night air in and the hot sunlight out.*

*C. She closes the curtains and windows, and then turns on the air conditioning, before going out to play. Her room is wonderfully cool in the afternoon.*

*What choice should she make?*

A	0	-2
B	+10	+6
C	-4	+8

## Choice Cards

Cut out the cards, keeping the different-color cards separate.



### Toasty





*It's cold out, but the heat setting in Nabil's home is high, and he's feeling too warm in his room.*

*A. He opens the windows. This cools his room down quickly, and soon it is a perfect temperature. Then he closes the windows.*

*B. He changes into a T-shirt and shorts. His room is still too warm, but he's pretty comfortable.*

*C. He asks his mom to turn down the heat. It takes time for his room to cool down, but when it does, it's the perfect temperature.*

*What choice should he make?*

		
A	-2	+10
B	0	+8
C	+10	+6



### Sweater





*It's the middle of winter and Loretta complains to her dad about how cold it is in her room. He tells her to put on a sweater, but she really just wants to wear her fancy new tank top.*

*A. She puts on the sweater. She's not happy about it, but at least now she is warm enough.*

*B. She turns up the heat just enough to be able to wear her tank top. She's a bit chilly, but at least she's wearing the top.*

*C. She turns up the heat enough so that she is comfortable and feeling stylish in her tank top.*

*What choice should she make?*

		
A	+10	-4
B	-2	+4
C	-4	+10



### Basement





*Javier is using the computer in the basement where it is chillier than the rest of the house. He forgot his slippers, and his feet are freezing.*

*A. He cranks up the heat to eighty degrees. It feels wonderful down in the basement.*

*B. He ignores his cold feet. He isn't happy about being cold, but this was easy and doesn't use any extra energy.*

*C. He goes upstairs to get his slippers. While he would have preferred not to have climbed the stairs and it's still a bit chilly, he's much happier afterwards.*

*What choice should he make?*

		
A	-4	+10
B	+6	0
C	+6	+4



## Choice Cards

Cut out the cards, keeping the different-color cards separate.



### Dirty Shirt



Matt really wants to wear his favorite T-shirt to school tomorrow, but it has a muddy handprint on it. His mom definitely won't let him wear a dirty shirt.

A. He convinces his mom to run a small load of laundry, using the washer and dryer. He's really pleased that he'll get to wear the shirt.

B. He convinces his mom to run a small load of laundry. He hangs the shirt and the rest of the laundry to dry. He would rather have been reading than hanging laundry, but at least he'll have the shirt tomorrow.

C. He decides to wear a different T-shirt tomorrow. He isn't happy about it, but he decides to save the energy.

What choice should he make?

A	-2	+10
B	+6	+6
C	+10	-2



### What to Wear?



Sophia's getting dressed for a party and having a hard time choosing what to wear.

A. She tries on a few outfits until she finds one she likes, folding up the rejected outfits and putting them away. Taking the trouble is annoying, but this way only dirty clothes get washed.

B. She tries on a few outfits until she finds one she likes, throwing the rejected outfits onto a chair. All the clean clothes on the chair are washed along with her dirty clothes, because her mom can't tell the difference.

C. She pulls on an outfit. It's not perfect, but it looks all right.

What choice should she make?

A	+8	+4
B	-2	+7
C	+8	0



### Leaky Faucet



Grandma Maria just noticed that the hot water faucet in her bathtub has a leak.

A. She asks her neighbor Rosa, a plumber, to fix the faucet. They have fun chatting as they repair the leak.

B. She puts a bucket under the tap and uses the water she collects to wash her face and hands. She feels good about saving water, even though it's a little awkward to wash this way.

C. She ignores the leak.

What choice should she make?

A	+10	+8
B	+6	+4
C	-4	0

## Choice Cards

Cut out the cards, keeping the different-color cards separate.



### Two Showers?





Ashwin likes to take a shower first thing in the morning. This afternoon he has soccer practice and then he's going to a piano recital where he has to dress nicely.

A. He only takes a shower after soccer practice. Skipping his morning shower makes him feel kind of grungy all day at school.

B. He takes two showers, even though it uses more energy.

C. He only showers in the morning. His piano teacher scolds him for coming to the recital sweaty and dirty.

What choice should he make?

		
A	+8	0
B	-2	+10
C	+8	-2



### The Bath





Mika doesn't like taking showers. She prefers to take a long, hot bath.

A. She takes a shallow bath even though her knees get cold.

B. She decides to save energy and take a short shower, even though she'd prefer a bath.

C. She takes a deep bath.

What choice should she make?

		
A	+6	+4
B	+10	-2
C	-2	+10



### Cold Hands





Anna has been outside handling the money at a Girl Scout cookie sale. Her hands are freezing!

A. She holds them under running hot water for five minutes to warm them up.

B. She warms them in her armpits.

C. She soaks her hands in a small bowl of hot water.

What choice should she make?

		
A	0	+6
B	+10	+2
C	+6	+4

## Choice Cards

Cut out the cards, keeping the different-color cards separate.



### The Shower





*It's time for Paulina's shower.*

*A. She takes a long, hot shower. She loves it, getting out all warm and relaxed, though she also feels a bit guilty about using up so much hot water.*

*B. She takes just a couple minutes at the end of her shower to simply enjoy the hot water.*

*C. She takes a short shower. She misses the relaxing effect of a longer shower, but she feels good about saving energy.*

*What choice should she make?*

		
A	-4	+8
B	+4	+6
C	+10	+4



### PBJ





*As she starts to make a peanut butter and jelly sandwich for her school lunch tomorrow, Li Mei discovers that they are out of clean silverware.*

*A. She uses a dirty knife. It seems like an OK idea until she realizes she's going to have to eat the sandwich tomorrow. Yuck!*

*B. She washes a knife by hand. She doesn't like washing dishes by hand, but it's only one knife and at least the sandwich will be made.*

*C. She runs the dishwasher, even though it isn't full. It's easier that way, and she'll have time in the morning to make the sandwich.*

*What choice should she make?*

		
A	+6	-4
B	+4	+2
C	-2	+6



### Dirty Bath Water





*Alex's mom tells him to take his bath in the water just used by his little brother.*

*A. He'd really like to clean off a bit, but decides that dirty is better than sharing. He simply swishes the water around to sound like he's in the tub.*

*B. He dutifully gets in.*

*C. He empties and refills the tub when his mom is off in another part of the apartment.*

*What choice should he make?*

		
A	+8	-2
B	+8	-4
C	-4	+6

## Choice Cards

Cut out the cards, keeping the different-color cards separate.



### On the Couch





Pilar is comfy and curled up in a blanket on the couch. The TV show she was watching just ended.

A. She uses the remote to turn off the TV and picks up her book. It's a really exciting story.

B. She first turns off the TV, then gets up from the couch to turn off the power strip, and finally picks up her book. It's a really exciting story, though it takes a few minutes to get cuddly warm again.

C. She continues watching TV, flipping through the channels to find something interesting to watch.

What choice should she make?

		
A	+6	+8
B	+8	+7
C	0	+5



### Wet Dog





Chen and Pedro give their dog a bath. It is a lot of fun, but now they're not allowed to go play inside until the dog is mostly dry.

A. They towel dry the dog. It takes awhile, and it isn't as much fun as washing him was.

B. They use the hair dryer to dry the dog, blowing him with nice, hot air. The dog doesn't seem to mind, and they have fun doing it.

C. They use a no-heat setting on the hair dryer to dry the dog. The dog doesn't seem to mind, and they have fun doing it, though it does take a long time.

What choice should they make?

		
A	+10	+2
B	-2	+8
C	+2	+6



### 15 Batches





Hiroshi promised his teacher he'd make 15 batches of chocolate chip cookies for the school bake sale.

A. He leaves the oven on high all day for convenience as he makes all the batches of cookies.

B. He divides the cookie baking into shifts and turns off the oven in between, even though it's more work.

C. He borrows an extra oven rack from the neighbor, so he can bake twice as many cookies at once. He gets the baking done faster and uses the oven less.

What choice should he make?

		
A	-4	+10
B	+6	+6
C	+6	+8

## Choice Cards

Cut out the cards, keeping the different-color cards separate.



### Video Game





For her birthday, Ashley just got a new video game that is really popular at school. She wants to play it as much as possible. During school vacation week...

A. She plays the video game for one hour a day, and then spends the rest of the day doing other fun stuff that doesn't use much energy.

B. She eats, sleeps, and plays the video game. Her classmates will be very impressed.

C. She plays the game in the mornings, doing other fun stuff that doesn't use much energy in the afternoons.

What choice should she make?

		
A	+10	+2
B	-2	+10
C	+4	+6



### Cookies





Jill and her uncle are baking cookies together.

A. She reads the recipe, and because the first step says to turn on the oven, Jill does. The oven is ready in 10 minutes, but the cookies aren't ready to bake for another 45 minutes.

B. She turns on the oven when the cookies are ready to be baked. They have to wait an extra 10 minutes to eat warm cookies.

C. She turns on the oven toward the end of the cookie making process. It's ready about 5 minutes before the cookies.

What choice should she make?

		
A	-2	+6
B	+10	-2
C	+6	+6



### Game Charger





Phung is about to head out on her way to school. As she's closing the front door, she realizes that she left her game charger plugged into the wall of her bedroom.

A. She heads off to school anyway.

B. On a pad near the door, she writes a quick note to herself so she'll remember to unplug it when she gets home. Then she heads off to school.

C. She dashes back and unplugs the charger. She has to jog a bit on her way to school to make it on time.

What choice should she make?

		
A	-2	0
B	+4	0
C	+10	-2



## Choice Cards

Cut out the cards, keeping the different-color cards separate.



### Light Bulbs



Kim's mother wants to put in new energy-saving bulbs throughout their home, but Kim complains that the color of the light makes him feel sad.

A. She changes the bulbs anyway, though she doesn't like the effect on Kim.

B. She changes the bulbs in her room, the halls, and other rooms where Kim doesn't spend much time.

C. She doesn't change any of the bulbs.

What choice should she make?

A	+10	-4
B	+6	+4
C	0	-2



### Television



Angela is watching TV in her room when her father yells up about leaving for school.

A. She turns off the TV, unplugs her cell phone charger, and turns off all the lights as she heads out of the room.

B. She continues to watch until a commercial break and then dashes out of the room, leaving everything plugged in and on.

C. She continues to watch until a commercial break and then quickly flicks off the TV and turns off the main light as she dashes out of the room.

What choice should she make?

A	+10	-2
B	-4	+6
C	-1	+6



### Cooking



Delmar's niece, Britny, is coming to visit. Delmar loves to cook, and he really wants Britny to feel welcome.

A. He cooks a fancy meal with all of Britny's favorites. He has a wonderful time, using every pot and appliance in the kitchen.

B. He cooks a nice meal, with many of Britny's favorites. He decides not to make the pie, and he mixes the cake batter by hand. He still has a wonderful time.

C. He makes a tasty salad and sandwiches, preparing everything by hand. He still enjoys the process, but he wishes that he had something extra special to serve to his niece.

What choice should he make?

A	-2	+10
B	+6	+8
C	+8	+4