



Food Safety Land

A Game to Supplement Training

Food Safety Concept

What is the purpose of following good food safety practices at a food facility?

Objectives

After playing a round of Food Safety Land, employees will:

1. Recognize and differentiate between good and inappropriate practices.
2. Explain the connection between good practices and minimizing food safety and employee safety risks.
3. Describe their role in maintaining good practices across their facility.

Time

- Prep: ~2-3 hours
- Play: ~1-2 hours (can be broken up over multiple sessions)

Materials

- Mock-up map of your facility
- Cards for knowledge and activities (e.g., actions, fun-facts, role-specific information)
- Game pieces (one per participant or small team) or craft / office supplies

Motivated, Educated, and Engaged

To promote strong, positive food safety culture throughout your organization, all employees—from frontline to senior leaders—must be motivated, educated, and engaged. This game can help address the **engaged** portion by enhancing or supplementing existing formal training. How can it be adapted to your workplace?

Game Summary

- This game is a way to incorporate knowledge refreshers, scenario response, and teamwork into a Candy-Land-style board game about good food safety practices.
- Due to the time commitment of this game, consider adding it as part of a longer training session or placing it in a common space such as a break room for teams to play casually during breaks.
- Create a deck of cards with 3-5 themes, each theme a different color. For example, you might have blue cards correspond to detailed information (reiterated from training), yellow cards correspond to fun facts (relevant to food or employee safety but perhaps not included in training), and red cards correspond to actions taken in-game (such as identifying a high-risk area). Consider themes which highlight both good and inappropriate practices, allowing employees to identify and address potential risks.
- Create a simple mock-up of your facility with game spaces either around the edge of the map or corresponding to real walkways on the map. Include labels or images of key points within your facility. Select a Start space and a Finish space. Each space between Start and Finish should be a color corresponding to your cards.
- Have each employee or small group of employees select a game piece to represent them on the board.
- **ADDED GAME COMPONENT:** If your team enjoys being creative and time allows, have each employee or small group make their game piece from craft or office supplies.



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The Game in Action



Game Summary *(continued)*

- Each piece begins on the Start space and moves one space at a time. Employees will draw a card of the same color as their space, read the card aloud, and respond. Briefly discuss each card together as you play and how it relates to employee and/or food safety in your facility.
- The game ends when all employees have reached the Finish space.
- GAME NOTE: The total time and the total number of cards needed for play from Start to Finish will depend on the number of spaces on the board and the number of employees or small groups.
- ALTERNATIVE GAMEPLAY: Instead of each piece traveling one space at a time, use low-rolling dice (such as a D4) or a random number generator to allow employees to roll and move between 1-4 spaces. This may mean some spaces may be skipped, so plan to include a longer path to allow plenty of interactions with the cards. This version can also allow for a winner—whoever reaches the Finish space first.

Example Cards

KNOWLEDGE

Cleaning & Sanitation

What information should be included on all completed cleaning/sanitation documentation forms?

FUN FACT

Pests

Did you know?

Fruit flies have the capacity to carry up to 10,000 "foreign" bacteria, including *Salmonella*, *E. coli*, and *Listeria*

ACTION

Food Safety

Describe (or indicate on the map) where in the facility you would be likely to find *Salmonella* bacteria

KNOWLEDGE

**FUN
FACT**

KNOWLEDGE

**FUN
FACT**

ACTION

ACTION

ACTION

ACTION

FUN FACT

KNOWLEDGE

FUN FACT

KNOWLEDGE

ACTION

ACTION

ACTION

ACTION
