
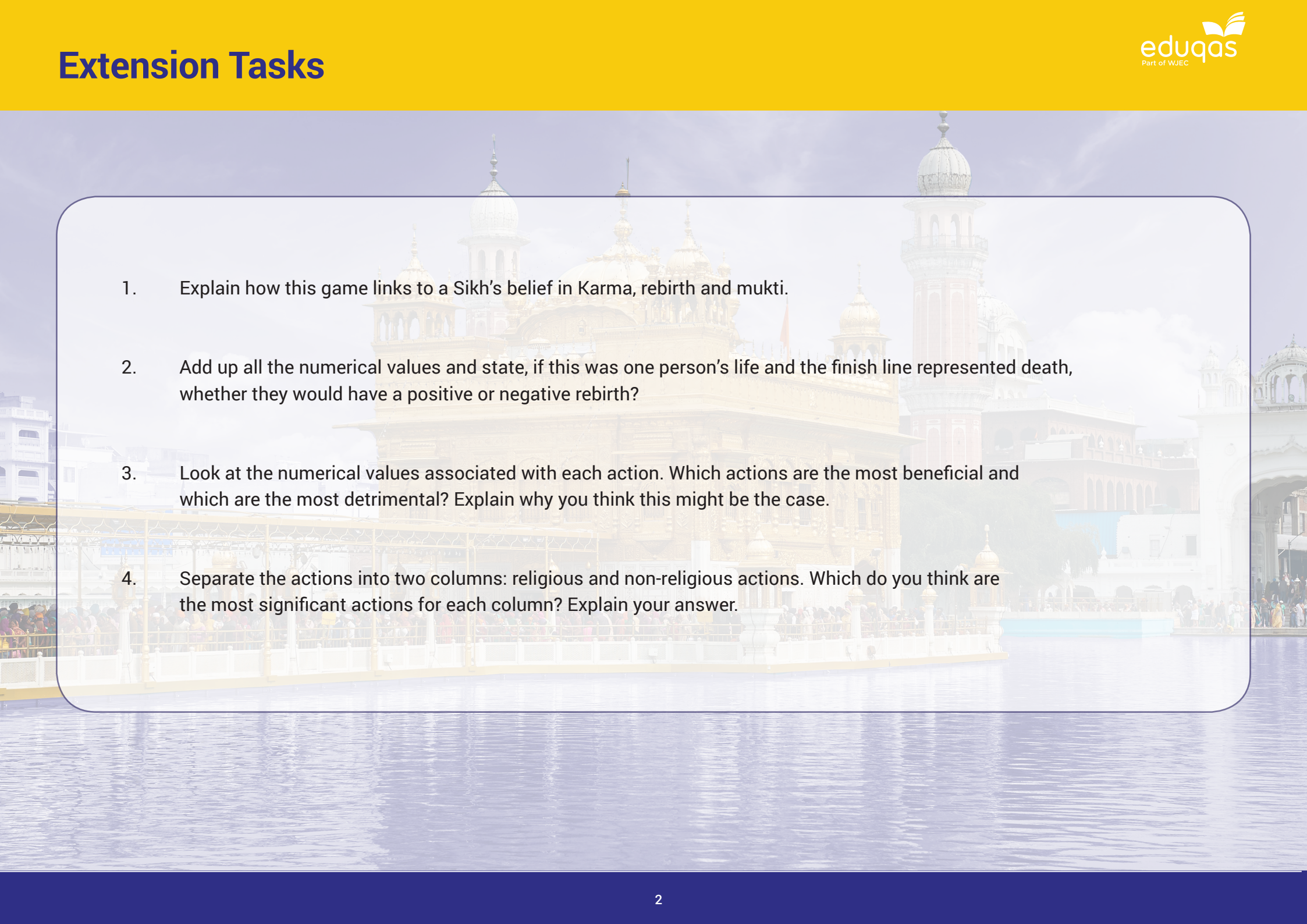


A Game of Cause and Effect – Action and Karma in Sikhism

You will need a dice and as many counters as there are players. The rules are similar to 'snakes and ladders'. If you land on a 'plus' square, move forward the number of spaces stated. If you land on a 'minus' square, move back the number of spaces stated. If you land on an 'X' square, you get to roll the dice twice on your next turn and choose the best move. Winner is the first to land on or pass 'finish'. Arrows show the direction of play.

START →		X	Attended and helped at langar + 4	→	Did not read nitnem - 2		Performed music at worship + 3		Failed to complete homework - 1
	X		Helped Mum with chores + 3	←	Found wallet and kept it - 2		Attended Gurdwara worship + 2	X	Gave donation at Gurdwara + 3
↻		Sent out of class for poor behaviour - 4	Sent Diwali card to friends + 3		X	→	Helped Dad with groceries + 1		Stole a ball from the neighbour - 5
	Did not attend Gurdwara with family - 3	Helped friend with homework + 2	X		Stole money from the donation box - 4	←	Gave donation to the poor + 4		Read nitnem 4 days in a row + 4
↻			Gave beggar a sandwich + 3		X	→	Stood on a caterpillar and killed it - 5		Learned mool mantra off by heart + 3
	 FINISH	Skipped going to Gurdwara at Diwali - 5		X	←		X	Ignored Dad's instruction - 3	Helped at outdoor soup kitchen + 4

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1. Explain how this game links to a Sikh's belief in Karma, rebirth and mukti.
 2. Add up all the numerical values and state, if this was one person's life and the finish line represented death, whether they would have a positive or negative rebirth?
 3. Look at the numerical values associated with each action. Which actions are the most beneficial and which are the most detrimental? Explain why you think this might be the case.
 4. Separate the actions into two columns: religious and non-religious actions. Which do you think are the most significant actions for each column? Explain your answer.

NON-RELIGIOUS ACTIONS

[illegible]