



Activity 3. Germ-O

Game Description

- Each set of cards is intended for a group of 3-5 players. Each card in the set either has a *picture* of a pathogen discussed in the presentation, the *source* of a pathogen, or a *preventative measure* (handwashing, cover your cough, etc.) that can be used against the pathogens.
- The card set is color coded, and the color encodes a species source (human/poultry/swine/cattle) of each pathogen.



- If a pathogen has multiple sources, the pathogen will appear on multiple colors. The preventative measures cards appear in all colors since these actions can stop disease transmission between all species!



- **Each GERM-O card pack comes with a detailed set of playing instructions, but the summary below is offered to you, as the leader, as a suggestion of how to incorporate GERM-O as part of a youth agricultural education activity about promoting animal and human public health at agricultural events:**

Present educational curriculum (for example, all or part of the Maine CDC/DACF presentation, “Healthy Animals, Health People”) to the group. Throughout the presentation, remind your group that they should pay close attention to the names of the pathogens, what species can carry them, which species can get sick from them, what the symptoms might be of each illness, and – most importantly – what one can do to *prevent infection*.

Members of the group then sit in a circle to play, the cards are shuffled, and seven cards are dealt to each player. *Note: Five cards per person may be dealt for a shorter game.* The remaining are placed face down, as the draw pile. The first card in the draw pile is turned face up to start a discard pile.

The player to the left of the dealer begins, and s/he chooses one of her/his cards to put down, then takes a card from the top of the draw pile to maintain seven (or five) cards in hand. The next player in the circle puts down one of her/his cards, which has to match the color or character of the card placed previously. Play continues, with players putting down cards to match color,

pathogen or action card (prevention/wild/skip/reverse/draw cards). Wild cards can be used by a player to change the color that is being used.

To become GERM-O free, a player must use all of the cards in her/his hand before anyone else, and remember to remind other players of her/his almost GERM-O-free status by yelling “GERM-O!” when playing her/his second to last card.

FACILITATOR’S ROLE:

During play, use the cards played as cues to remind players about transmission patterns – who carries what and who gets infected with what - and prevention measures that work to stop infection from passing from animal to animal, human to human, animal to human and vice versa. For example, as influenza cards get played, ask students if they remember what the signs of influenza are in humans, in poultry, in swine, etc.