

Fast-Dealing Health Trading Game



WUGEN WAL-YAN

LUNGOPOLY PRESENTATION

DERBARL
YERRIGAN
HEALTH SERVICE



ACKNOWLEDGEMENT OF COUNTRY

We would like to acknowledge the Whadjuk people of the Noongar nation, the traditional custodians of the Land on which we present today.

We acknowledge the Elders – past, present and emerging and we would also like to acknowledge all the Aboriginal people here today and the countries from which you are from.



HOW WE CAME UP WITH IT!

- **Concept developed by our coordinator Zac**
- **Inspired by using games as a tool for health education**
- **Co-designed through focus groups with Aboriginal community members (all ages)**
- **Ensured cultural safety, relevance, and community voice**
- **Built to make learning about lung health engaging and interactive**



GAME CONCEPT

- **Smoking remains a key health issue in Aboriginal communities**
- **Traditional education doesn't always engage**
- **Focus on lung health and quitting smoking/vaping**
- **Players build a Life Tower representing healthy choices**
- **Health-based rewards:**
 - **Smoke-free homes**
 - **Quitline support**
 - **NRT (patches, gum, etc.)**
- **Consequences included:**
 - **Vape tax**
 - **Hospital**
- **Lungopoly encourages:**
 - **Safe conversations**
 - **Shared learning**
 - **Community-driven education**



HOW TO PLAY!

- 2–4 players, ages 8+
- Roll dice and move around the board
- Land on spaces that represent health choices and consequences
- Buy Life tiles and build your Life Tower
- Use Lung Cards & Chance Cards for actions and challenges

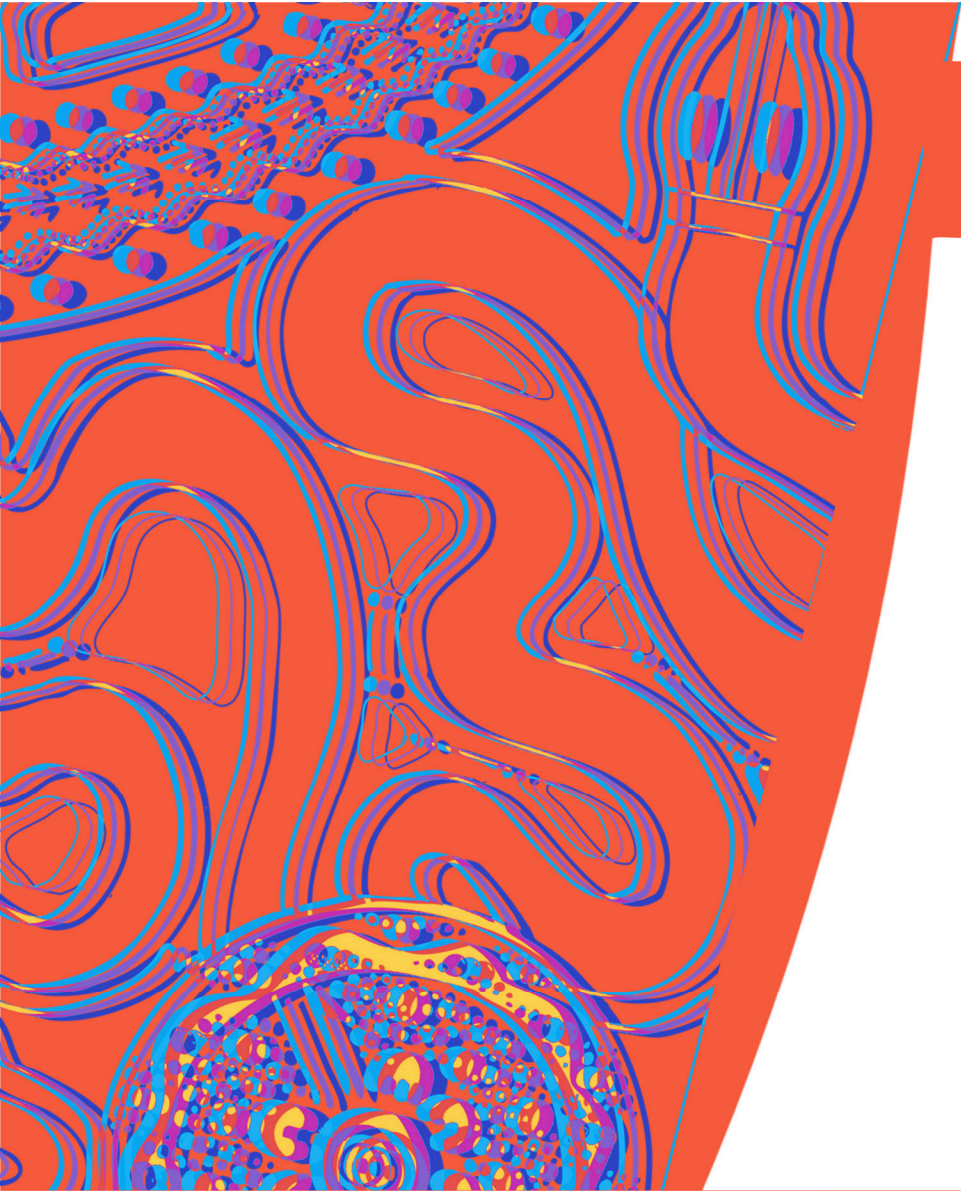


HOW YOU WIN



First player to fill their Life Tower wins

- **Achieved by:**
 - **Making healthy choices**
 - **Collecting Life Tiles**
- **Reinforces:**
 - 👉 **“Healthy choices = positive outcomes”**



LETS PLAY!

Let's try Lungopoly together



REMEMBER NO FIGHTING



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