





























Bounce Around



			What is your favorite place?			
						
						
		What color is your home?		Name an animal you see at the zoo.		
			<u>start</u>			
		What would you take to the beach?		Name an animal you see at the farm.		
						
						
			Why would you go to a hospital?			

Bounce Around



Instructions: You need the board game, a die, and a game piece (marker) for each kid. Ideally three or four kids, and even best as pair.

- Every kid in the group needs a game piece (marker). You can use a penny, dime, or something small. They should be placed in the center square labeled 'start'.
- The first player rolls a die.
- They can move in the direction of their choice, the number of squares indicated by the number on the die.
- If the player comes to the edge of the board, they 'bounce' back off the edge in the opposite direction
- Example: If the player rolls a 6 on the first move, they can go up or down six spaces, but there are only four spaces. If the player chooses to go up, the player would count up four spaces and then 'bounce' off the top and go down two more.
- The rest of the group rolls moving in the same fashion.
- Play continues in this fashion until all the content squares have been marked.

The point of the game is to mark as many content squares as possible. Content squares are spaces on the board with text, pictures, or stars. Each marked square is worth a point.

A player wins a content square by arriving first to a square via his roll of the die and answering the question or describing the image correctly. The kids would make their mark in the square. Any mark will do as long as it is different from others.

The stars: The stars are extra spots to add physical activities into the game. Do a jumping jack, push-up or show a funny dance. It is up to you.

The points: Each marked square is worth a point. At the end of the game, kids count their point totals and the kid with the most points wins.