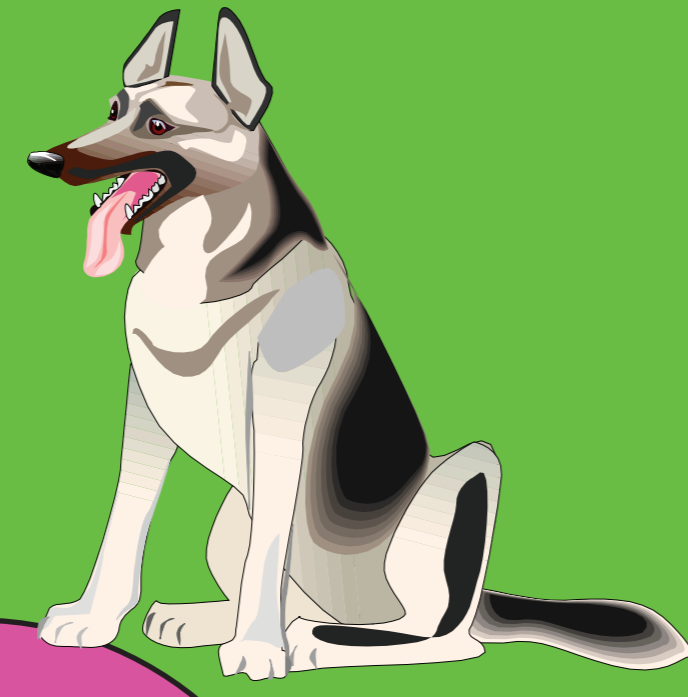


Missing Sheep Board Game



back
two
places

ahead
two
places

back
five
places



back
one
place



back
to
start

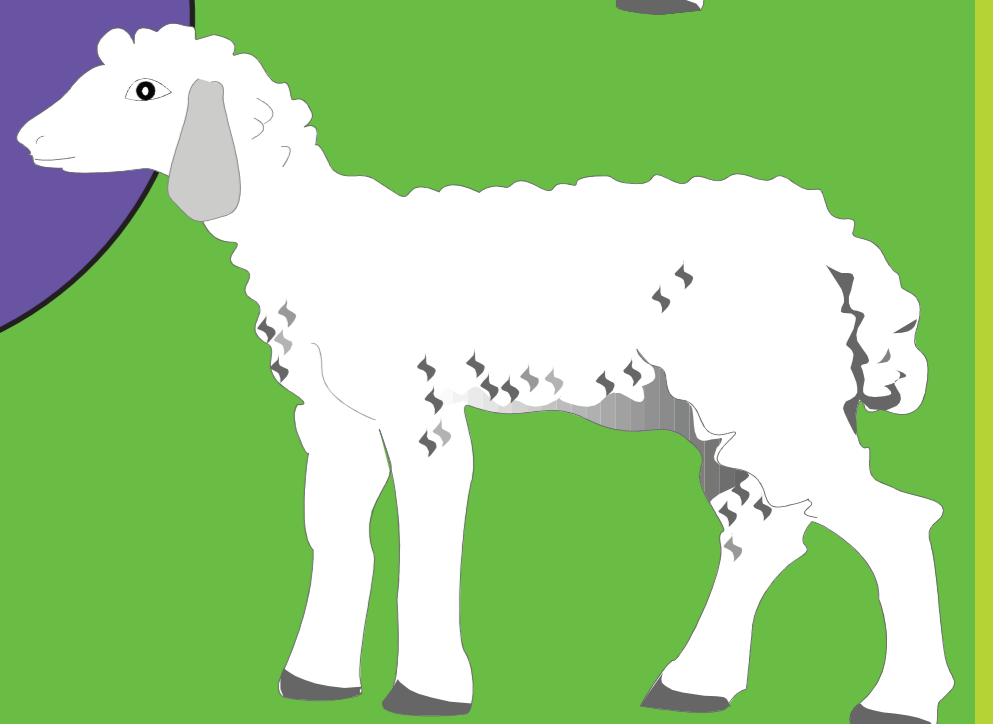
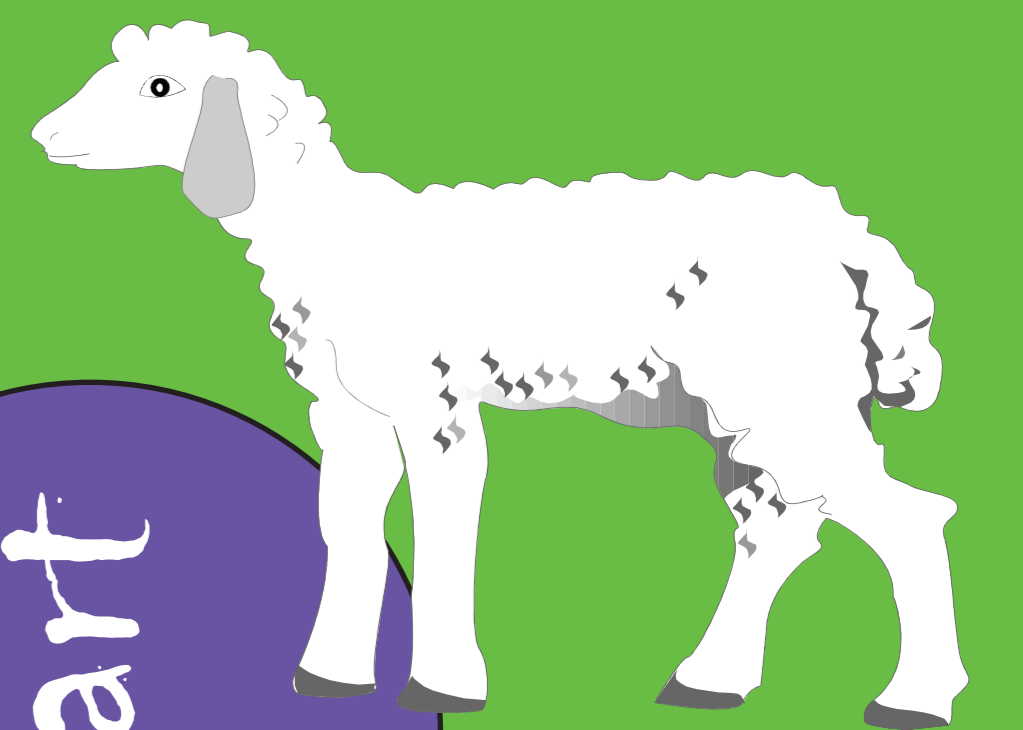


End



ahead
two
places

start



Missing Sheep Board Game Rules

Peter has lost his sheep. He doesn't know how to find them. The two sheep are also in search for their master. They are wandering in search of a way back. However, there are dangers on the way; they have to avoid meeting a wolf, a tiger and a dingo. The road is also long hence they need to find fresh grass to eat as they go along.

Objective of the game: The main objective of this game is to enable teachers and parents teach their kids any subject with fun. As students play this game, they seamlessly review any particular skill.

Items you need to play this game

1. Two players
2. A dice
3. Two round chips
4. A game board (print it out on hard A3 paper and laminate)
5. A deck of cards on any topic of your choice (also print out on hard paper, and cut them out).

Rules of the game

1. Players place their chips on the **start** position.
2. Toss a coin to determine who will start first.
3. Shuffle a deck of at least 25 or more cards on a particular topic. Place the cards face down to conceal the questions on them.

4. Roll the dice in turns, pull out a card, answer the question and move forward the number of places indicated by the face of the dice.
5. If you cannot answer the question correctly (or at all), keep the card aside and stay on your position.
6. At the end of a round, the cards can be shuffled again and used for a new game. In case you run out of cards before the game comes to an end, you can shuffle all cards that were answered (or used during the game) and keep on playing.

The objective is to reach the *end* position, however, if you encounter the following follow the instructions below:



Go back to start



Go back two places



Go back five places

N.B! The end of the game could be tricky. It is up to teachers/parents to be flexible about how they wish to end the game. If the student rolls the dice and gets a number that makes them move more spaces past the finish line, it is fine to end the game. But you could also make it harder by insisting on students to have the exact number (after rolling the dice) to allow them go to the end of the game. Feel free to make your own rules here.

This game has been tested in classrooms around the world and feedback has been overwhelmingly positive. Have fun with your students and review several skills.