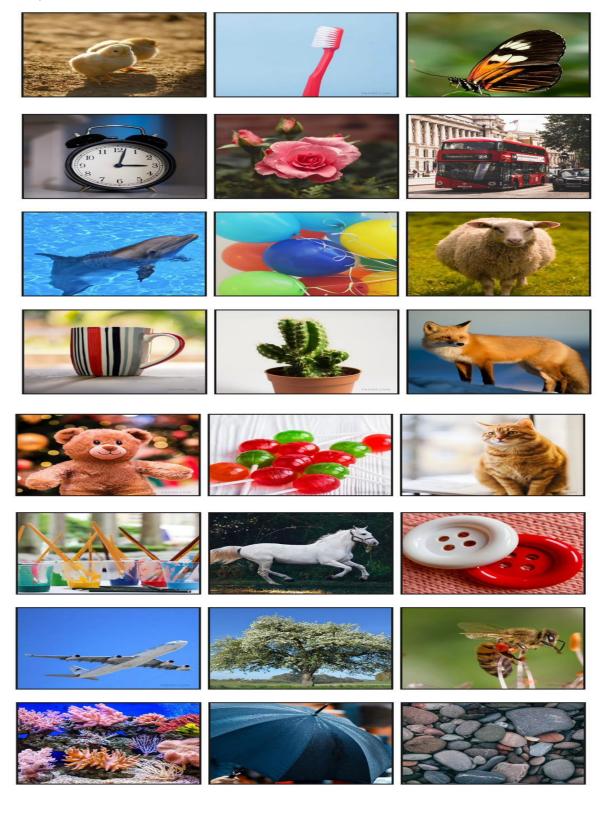


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## Aspire International School Science Department

Sunday 17th



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## Aspire International School Science Department

## Monday 18th



## Instructions

The goal of the game is to be the first player to reach the Finish space. You will need one counter per player and a six-sided dice.

- 1. All players place their counters on the Start space.
- 2. Take turns to roll the dice and move along the board the number of spaces shown on the dice.
- 3. When you land on a picture, tell the other players why the thing is living, nonliving, or once living. Ask your teacher to check the answer key if you are unsure.
- 4. If you are incorrect, you move back one space.
- 5. If you are correct, you stay where you are on the board until your next turn.
- 6. The player to reach the finish first wins the game.

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