



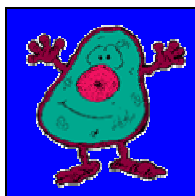
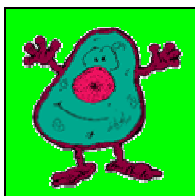
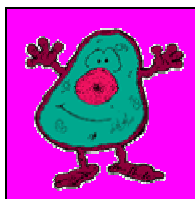
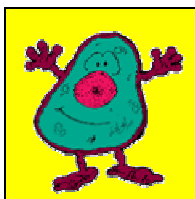
MAD SCIENTIST

Directions: Use an Avery business card template to create game cards. Players roll the die, take a card, answer the question correctly and move the number of dots on the die. First player to reach the end of the game wins. Continue playing to find out who comes in second, third, and fourth place.

Ideas for game cards:

- Reading vocabulary words
- Science vocabulary words
- Social Studies vocabulary words
- Parts of speech
- Phonic sounds
- Proper/common nouns
- Singular/plural words
- Story comprehension questions
- Math facts
- Telling Time
- Punctuation marks

Game Tokens:



START
Go ahead 2 spaces
Take the Shortcut Pass
Take an extra turn

Go back 2 spaces
Miss one turn

Go ahead 2 spaces
Go back 2 spaces

END

Miss one turn
Go back 2 spaces
Go ahead 2 spaces
Take the Shortcut Pass
Take an extra turn



MAD SCIENTIST

Go ahead 2 spaces
Take an extra turn

