

Play Beetle



Family Maths
Toolkit

Play the game of 'Beetle' by taking turns to throw a die. If you throw a 1, you may draw a body; 2 is for the head; 3 is for two antennae; 4 is for six legs; 5 for the eyes and 6 will give your beetle a tail. First one to finish is the winner.

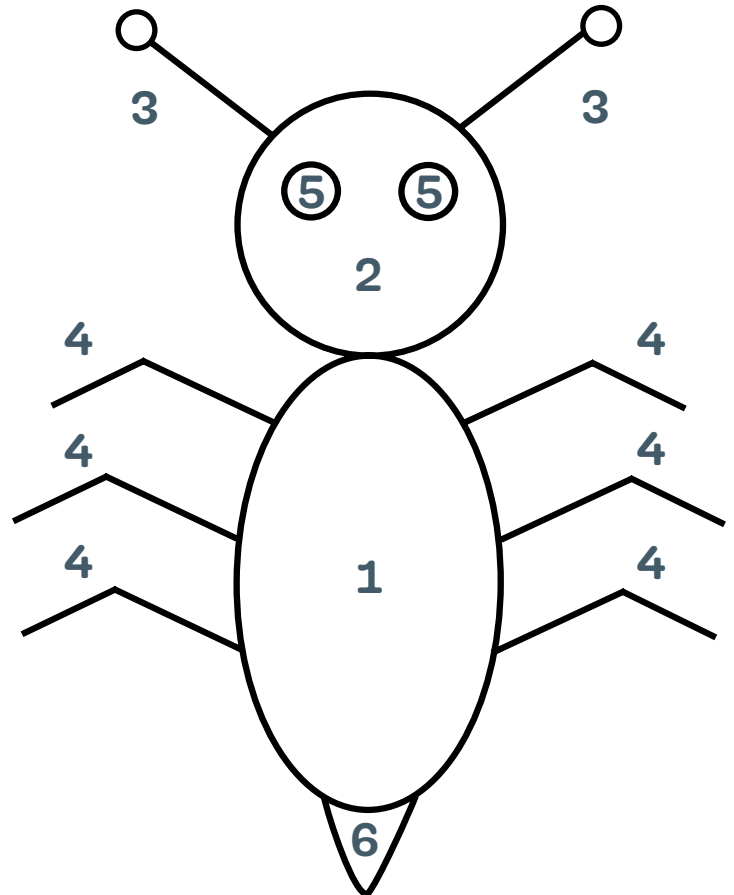
Who will be first to complete a beetle? When you have won, you can add a nose and mouth!

Have fun!

Helpful hints: Any number of people can play this game; you can make the game harder by saying that you cannot add antennae or legs until you have the head or body. Also you could say that you can only draw a single leg (or eye, or antenna) each time you roll a 4 (or 5, or 3), rather than all of them.

Family comments:

Child comments:



Curriculum Link

Subitising - recognising dot patterns on a die which represent a number, counting reliably to 6.