

# Beetle Drive

## Instructions for teacher

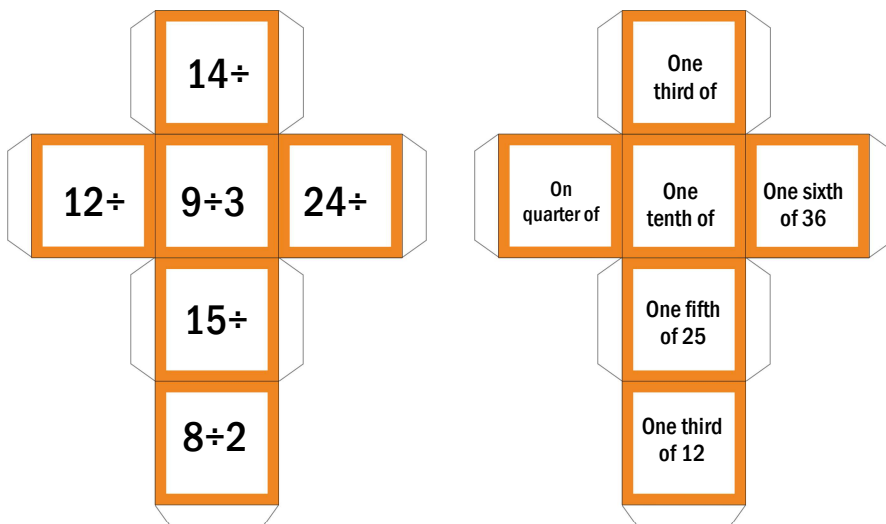
### Prep:

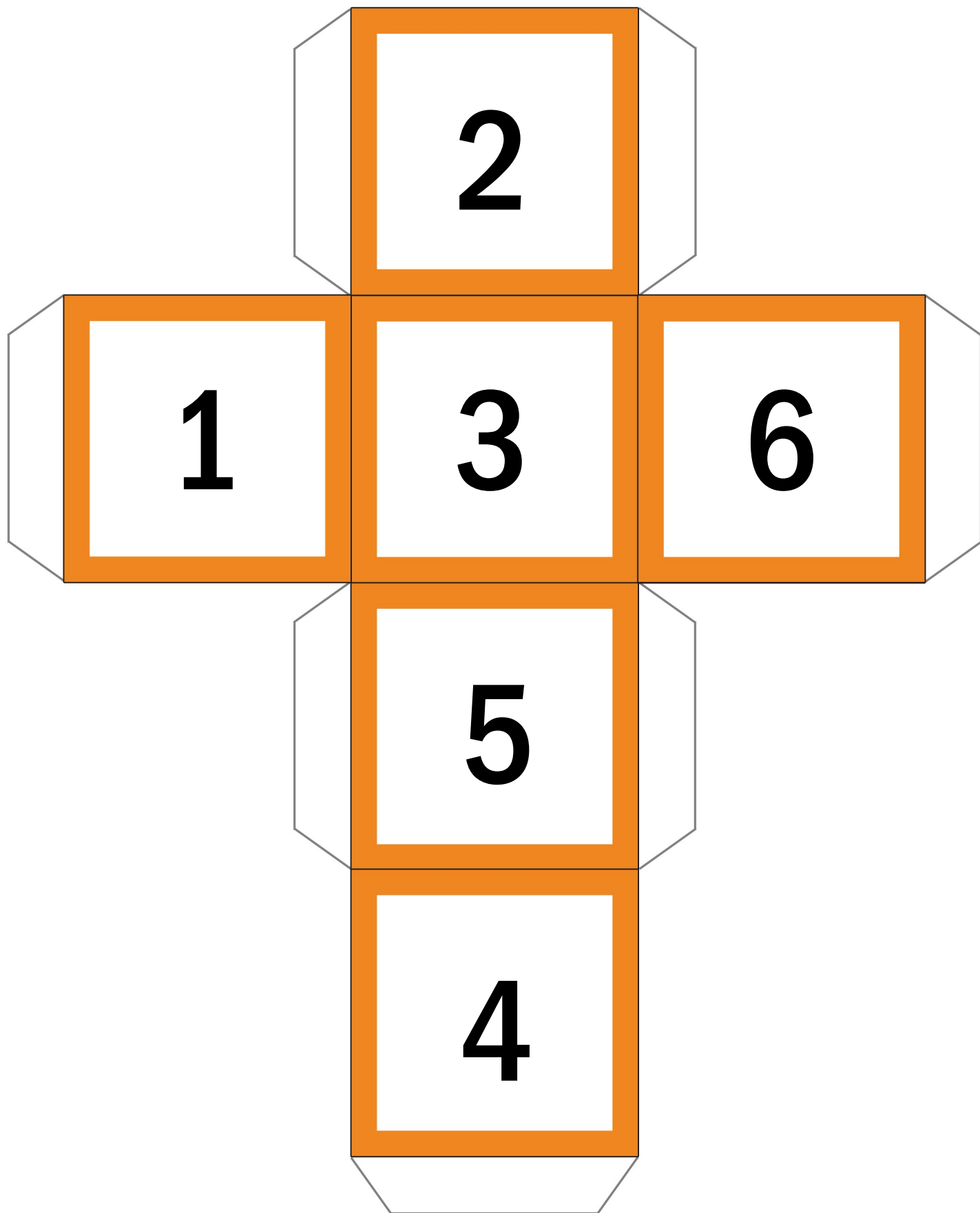
1. Edit the dice to reflect the difficulty of the game you would like to play. You could use fractions, decimals or mixed numbers. Even calculations could work well to add a further challenge.
2. Change the numbers on the Beetle Drive sheet to the same numbers (or answers to the calculations) that you have used on your dice.
3. Print one dice out per group and print one sheet out per child.

### Play:

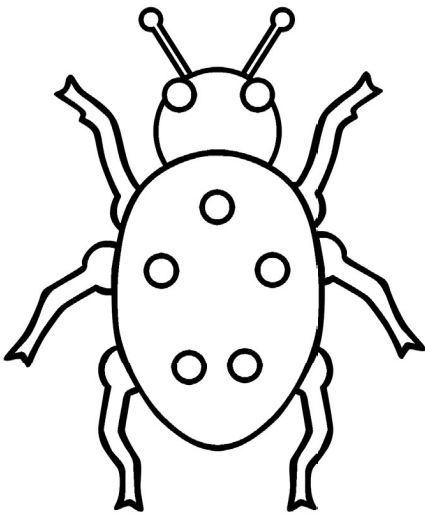
1. Divide the class into equal groups (about 4-6 children in each.)
2. Each group has a dice.
3. Each child has a sheet.
4. Players sit in their groups. On 'Go!' the game starts. One person from each group rolls the dice. They must roll the number that represents the body first to start their beetle. If they do roll a 6 (or equivalent) they draw the body in square 1. The next person in their group then rolls the dice.
5. Once a player has drawn the body of their beetle they can then add the other parts of the beetle represented by the other numbers on the dice. If they roll another 6 then no action is taken and play continues around their group.
6. Eventually one of the group will complete their beetle and will need to alert the whole room by shouting 'BEETLE!' The whole room then stops immediately.
7. They then count up the body parts on their beetle. (e.g. 1 body + 1 head + 2 spots + 3 legs = 7) The person that achieved the highest score on their group table moves to the next group and play begins again.
8. After all 6 game spaces have been filled the players then add all of their separate game totals and there will be an overall winner!

### Alternative dice examples:





# Beetle Drive



Number on dice	Body part	Number of body parts
6	body	1
5	head	1
4	eyes	2
3	antennae	2
2	spots	5
1	legs	6

1	2	3
score: <input type="text"/>	score: <input type="text"/>	score: <input type="text"/>
4	5	6
score: <input type="text"/>	score: <input type="text"/>	score: <input type="text"/>

Total score: