

# EVEN/ODD SNACK GAME DIRECTIONS



1. EACH SET OF PARTNERS SHOULD GET:

-A GAME BOARD



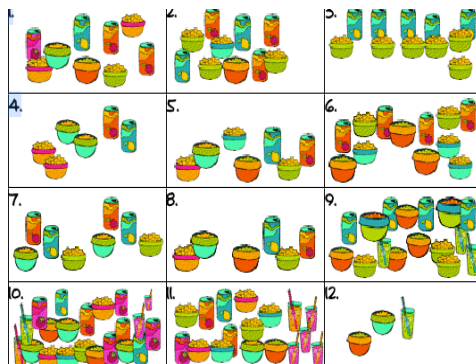
-A DICE

-SNACK CARDS

-ANSWER KEY CARDS

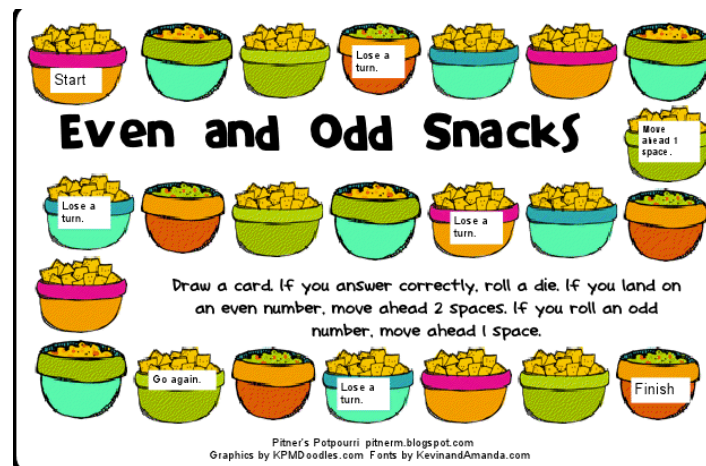
2. EACH PARTNER TAKES TURNS DRAWING A SNACK CARD.

3. WHEN YOU DRAW A CARD, COUNT THE NUMBER OF SNACKS ON IT OUT LOUD AND SAY IF THE TOTAL NUMBER OF SNACKS IS EVEN OR ODD.



4. IF YOU ARE RIGHT, YOU ROLL THE DICE. IF YOU ARE WRONG YOUR TURN IS OVER. YOU CAN CHECK THE ANSWER CARDS TO FIND OUT IF YOU ARE RIGHT.

5. IF YOU ROLL AN EVEN NUMBER, YOU GO AHEAD 2 SPACES. IF YOU ROLL AN ODD NUMBER YOU GO AHEAD 1 SPACE.



6. STUDENTS SHOULD ALSO DO WHAT THE SPACES SAY IF THEY LAND ON A SPACE WITH INSTRUCTIONS.

7. THE WINNER IS THE PERSON WHO REACHES THE END FIRST.