ROADS AND RIVERS

Objective:

Help your little turtle friend navigate through the successes and obstacles of life as it makes its way from the start to the safe pond in a Conservation Area.

Materials:

- Printed game board
- Turtle players- can be made using instructions in Make your
 Own Turtle craft
- 6-sided die

How to play:

- 1. Print pages 2 and 3 of this document as your game board. Place page 2 on the left and page 3 beside it on the right.
- 2. Turtles begin on the Start square.
- 3. First player rolls the die and moves their turtle the same number of spaces as on the die. Green arrows on the board indicate direction of travel.
- 4. If you land on a(n):
- Turtle square: stay there, you don't need to do anything
- Action square: follow the instructions on the square and move accordingly
- Road: roll the die again. If you roll an even number (2,4,6), move forward one square- your turtle was able to successfully cross the road! If you roll an odd number (1,3,5), move back one square- your turtle was not able to cross the road.
- River: roll the die again. If you roll an even number (2,4,6), move diagonally up by following the arrows on the river- your turtle is able to cruise the current and get towards the end faster! If you roll an odd number (1,3,5), move diagonally down- your turtle is fighting against the current and is moving slower.
- 5. If you land on another action square, road or river after following the instructions on one of these types of squares, continue your turn and follow the instructions of that square. Your turn ends when you land either on a turtle square, the start, or the finish.
- 6. The first person to make it to the pond provided by the NPCA wins the game!





