

Logs and Lily Pads

This is an activity for two players.

Goal: Be the first duck home.

You will need:

- Two Markers - pawns, pebbles, paperclips, etc.
- Two Dice
- Game Board

How to play:

- Roll the dice to see who goes first. The player who rolls the largest number begins. Roll the dice and add the numbers together to determine how many spaces to move along the path.
- Follow the directions on the logs and puddles.
 - If you land on a log, you may take a short cut.
 - If you land on a space with a plus number, move ahead that many spaces.
 - If you land on a space with a minus number, move backward that many spaces.
 - If you land on a space that says double turn for an even number, you may take a second turn if the sum you rolled to get onto the lily pad was even: a two, four, six, eight, ten or twelve.
 - If you land on a space that says double turn for an odd number, you may take a second turn if the sum you rolled was odd: a three, five, seven, nine, or eleven.
 - The first player to move their duck into the finish pond wins the game.

