

Lots of Groovy Buttons

Goal:

Make sure that Pete the Cat always has five buttons.

You will need:

- A partner
- About 20 buttons
- One dice - with numbers 0-5

What to do:

1. Figure out who will go first by counting buttons on your clothing. The person with the most buttons goes first. If both people have the same number of buttons or no buttons then the youngest person goes first.
2. Put all the buttons in a pile.
3. The first player rolls the dice, says the number rolled, and removes that number of buttons from the pile and arranges them on a tabletop.
4. The second player must then add the number of buttons necessary to get to five buttons. After this is done, the buttons are returned to the pile.
5. Alternate who rolls the dice and who adds the buttons each turn.
6. The game is over when each person has had a chance to roll the dice three times. Play longer if you like.

Alternative: Use two 0-5 dice and make sure Pete has 10 buttons.

