

Start



Spiral Your Way To The Orchard



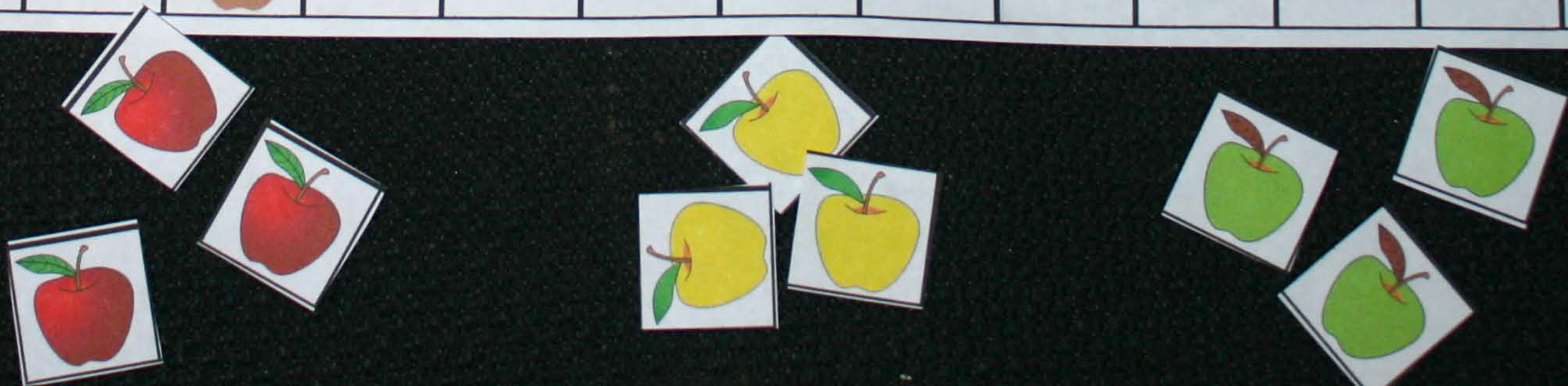
Orchard



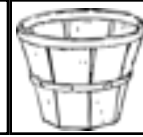
Finish



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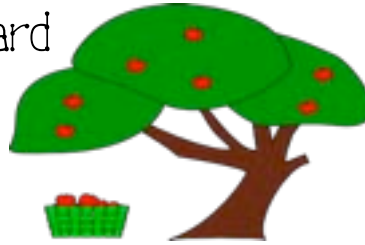
Start



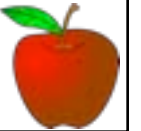
Spiral Your Way To The Orchard



Orchard



Finish



Spiral Your Way To The Orchard



Easy Directions For Younger Students.

- 🍏 Children play in groups of 3 with only 1 apple.
- 🍏 Each child chooses a different color apple: red, yellow or green.
- 🍏 The object of the game, is to get your apple playing piece to the apple orchard in the center, by taking turns rolling a die.
- 🍏 Whatever number you roll is how many spaces you move your apple ahead.
- 🍏 If you land on a wormy apple, brown rotten apple, or the apple core, you go back 2 spaces.
- 🍏 If you land on a bushel basket, or pretty red apple, you move ahead 2 spaces.
- 🍏 For an easier finish, students do not need an exact number to hop into the orchard. i.e. If they have only 1 space between them and the orchard, any roll greater than 1 will get them into the orchard. However, a roll of 1, would land them at the entrance (the last space on the board).

Spiral Your Way To The Orchard



Directions:

🍏 Children play in groups of 3.

🍏 Each child chooses a different color apple: red, yellow or green.

🍏 The object of the game, is to get your apple playing piece(s) to the apple orchard in the center, by taking turns rolling a die.

🍏 Whatever number you roll is how many spaces you move your apple ahead.

🍏 For a quick game, students only have to get 1 apple to the orchard; to involve more strategy and lengthen the time of the game, students play with 2 or 3 apples.

🍏 If you land on a wormy apple, you have to go back 3 spaces.

🍏 If you land on a bushel basket, you can change places with your partner if you want to.

🍏 If you land on an apple, you get to move 3 spaces forward.

🍏 If you land on the dreaded apple core, you must return to start. However, you get a chance to save yourself by rolling a 1. If you roll a 1 immediately after you land on the apple core, you can hop 1 space forward and off the core; you are saved! If you don't roll the 1, you are doomed to return to the start of the game.

🍏 If you land on the same spot as an opponent, you can either send them back to the start of the game, or move 5 spaces forward.

🍏 If you land on the "rotten" apple, you **MUST** change places with an opponent's apple, that is closest to the start of the game.

🍏 For an easier finish, students do not need an exact number to hop into the orchard. i.e. If they have only 1 space between them and the orchard, any roll greater than 1 will get them into the orchard. However, a roll of 1, would land them at the entrance (the last space on the board).

🍏 To make the game last longer and zero in on more math concepts, when children are nearing the orchard, they must roll the exact number to enter. i.e. If only 1 space is between them and the orchard, they must roll a 2. The 1st move lands them on the last space for a count of one; their 2nd move allows them to enter the orchard; they have no moves left and win the game.

