

Save the Caterpillar!

Skills: Addition of one-digit numbers, probability

Materials: 2 dice, Save the Caterpillar game board (one caterpillar per player), 20 chips (coins, bingo chips, etc.) per player

Number of Players: Two or more

Ages: 4+

Playing the Game

The object of the game is to be the first person to “save” your caterpillar by clearing all the chips off its back!

1. Each player places 20 chips on the numbered spaces of his/her caterpillar. Players can place the chips any way they'd like as long as all 20 chips are used.
2. The first player rolls the dice and adds the total of the two dice. The player removes ONE marker from the numbered space that matches the sum of the dice. If the player does not have a chip on the numbered space that matches the sum of the dice, the player loses a turn.
3. Play continues in this manner, with each player taking a turn at rolling the dice and removing one chip at a time.
4. If at any time a player wants to change the arrangement of the chips, he/she can do so instead of taking a turn at rolling the dice. You must wait until it's your turn, and you can only move one chip per round.
5. The first player to clear all the chips off his/her caterpillar is the winner!

