

love our planet



Earth Day Going Buggy

Materials: Going Buggy Cards, game board, a partner

Play with a partner. Place the cards face down. Take turns with your partner drawing a card and placing it in one of the spaces on a bug. The first person to make the total on one of the bugs is the winner. If your card can not be played, return it to the bottom of the deck.

Be the first to make this bug total 10

Be the first to make this bug total 11

Save the Earth Make Ten

Materials: Save the Earth Make Ten cards and your brain!

Place the cards in a four by four square so that touching sides have a sum of 10.

9	14	5	6
13			
12			
11	15		

Materials: 2 dice and 10 counters per player. Use a different color for each player.

Directions:

- Roll two dice. Add the two numbers together, the sum. Use your counter to cover the large number on the number line.
- If you roll a number that has already been covered by your partner's counter, cover the space and put one of your counters on top of it. If you are able to put two of your counters on one space, your counter can no longer be bumped!
- The first player to use all of his counters wins the game.

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Save the Earth

Materials: 2 dice, this game board, 10 markers for you and 8 in a different color for your partner.

Play with a partner. Roll the dice, find the sum, then add 2 to that number on the board. Now it's your partner's turn. The first one to cover four numbers in a row is the winner!

8	1	7	5	8
6	0	4	8	6
7	5	3	9	10
0	4	6	2	5

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Save the Earth Make Ten

Materials: Save the Earth Make Ten cards and your brain!

Place the cards in a four by four square so that touching sides have a sum of 10.

4	3	8	2
9	7	7	8
1	0	7	3
6	1	5	1
3	7	0	7
7	3	2	7
7	3	7	0
7	3	7	0

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Earth Day Going Buggy Cards

2	3	4	5
8	9	10	0
3	4	5	6
9	10	0	1
4	5	6	7
8	9	0	FREE
8	9	0	FREE
8	9	0	FREE

Save the Earth

Materials: 2 dice, this game board, 10 markers for you and 8 in a different color for your partner.

Play with a partner. Roll the dice, find the sum, then add 2 to that number on the board. Now it's your partner's turn. The first one to cover four numbers in a row is the winner!

8	12	7	5	8
6	10	8	6	
			9	
			14	

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Going Green Bump

Materials: 2 dice and 8 counters each in two different colors - each player uses 8 of a different color.

Play with a partner. Roll 2 dice. Find the sum of the two numbers. Find how many more you need to add to make 8. Cover that number. For example: If a player rolls a 3 and 4, they would cover 7. If a player rolls a 3 and 5, they would cover 8. If your partner has covered your number, you can bump his counter off and put one of your counters on it. If that number is covered by one of your counters, add another counter on top and you have won that space. You can only bump when there is just one counter on the space.

13	6	10	9
4	14	8	11
10	8	9	5
7	12		



Earth Day Flower Power

Materials: Use this board game, a partner, a marker for each of you.

Place your marker on START.

Roll the die.

Move that number of spaces.

Check the Ones Place!

- If you land on an even number, move ahead 1 space.
- If you land on an odd number, move 3 spaces.
- If you land on a flower, take it to another flower space. Follow that trail either forward or backward.
- To win, land on or over the Flower Power space.

Odd: 1, 3, 5, 7, 9
Even: 2, 4, 6, 8

36	27
02	83
37	76
52	19
70	10
49	32
58	29
76	18

Recycle ITH Doubles

Materials: 1 die, this board game, a partner, a marker for you and one for your partner.

Place your marker on START. Roll the die. Double the number you rolled. Move to the trash can with that number. Continue to take turns rolling, doubling and moving your markers. The first player to get to the end of the game board and roll a 5 (double it! it will be 10) will win!

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8=10	0=6	8=12	8=2
0=6	4=2	2=12	8=2
8=2	0=6	8=12	4=2
8=2	0=6	8=12	4=2

Earth Day Roll It!

Materials: a partner, a die, and counters in 2 different colors.

Roll the die. Find your number on the key. Cover any uncovered number on the board that matches that clue. To win, be the first one to cover Four To A Row!

Key: If you roll...

- cover an odd number
- cover an even number
- cover a number less than 30
- cover a number greater than 40
- cover a number you say when you count by 5
- cover a number with a 6 in the ones place

72	87	41	16
9	36	14	29
12	53	20	48
15	10	65	91

Save the Trees

Materials: Two dice, the game board, 10 markers for you and 10 in a different color for your partner.

Take turns with your partner. Roll two dice. Find the sum or the difference of the numbers. Place a counter over that number on the board.

For example: If you roll a 4 and a 5, you can cover (5 - 4) or (4 + 5).

Continue to play until one of the trees is surrounded with counters. The player who places the last counter to surround the tree is the winner!

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2	6	10	1	8	3	10	7	5
11	4	2	9	1	8			
0	9	3	6	12	4	5	4	12
1	11	7	5	0	2	6	3	9
3	9	1	8	4	2			
12	8	5	4	9	10	7	0	

