



Catch the Gingerbread Men Game



6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F



Catch the Gingerbread Men Game Directions



PLAYERS: 2-4

MATERIALS:

- *Catch the Gingerbread Man* game mat
- *Catch the Gingerbread Man* game pieces (36 gingerbread men)
- 2 dice: one regular and one marked A-B-C-D-E-F

DIRECTIONS:

- Students place one gingerbread man piece in each square of the game mat.
- First student tosses both dice, forms an ordered pair (e.g. B4) and removes the gingerbread man from that square.
- The next student tosses both dice, forms an ordered pair and removes the gingerbread man from that square, if there is one.
- Play rotates in the same way until the end of the game. Choose one of these end options:
 - Set a timer for 5-10 minutes and the bell signals the end of the game.
 - Play until one player catches 10 gingerbread men.
 - create your own option
 - NOTE: playing until all gingerbread men are captured becomes tedious as players try to capture the last few. This is usually not a good end option.

SCORING:

- Player who caught the most Gingerbread Men wins the game.

