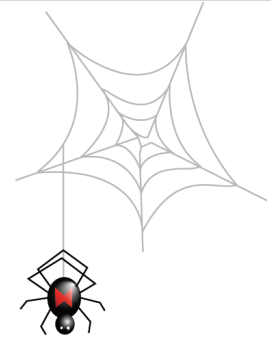
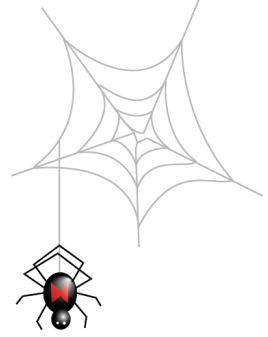






































Catch the Spider Game




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

Catch the Spider Game

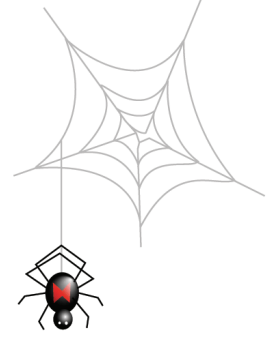


 = 5 points

 = 2 points

Catch the Spider Game



PLAYERS: 2 or 4 (playing as pairs)

MATERIALS:

- Catch the Spider Game Mats
- Spider game pieces (2 of the 5-point spiders and 10 of the 2-point spiders per player)
- Recording sheet for recording guesses and hits.

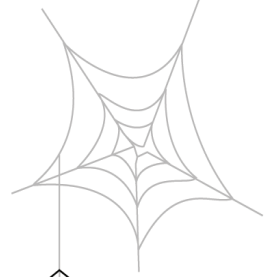
DIRECTIONS:

- Students place their 12 spiders randomly on the game mat. Note that not every space will be filled in this game version.
- The first student calls out an ordered pair (e.g. A5) and his opponent tells him whether he has captured a spider or not and how many points. The player makes an X on his/her recording sheet if he/she did not capture a spider. The student records 5 pts. or 2 pts. in the square if there was a spider there. If the student captured a spider, he/she gets another turn to try to capture a spider. If the student did not capture a spider, it is the other student's turn.
- Second student follows the same rules for his/her turn.
- Play continues alternating back and forth.
- Select an end of game option that works for your class. Play continues until:
 - one player gets 20 points (or 25 points, etc.)
 - 5—8 minutes are up and timer rings
 - one player gets two of the 5-point spiders
 - *whatever variation the students vote on*



SCORING:

- Student with highest score wins the game.

Catch the Spider Game



Recording Sheet

Player Name	 5 point spiders	 2 point spiders	TOTAL POINTS

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