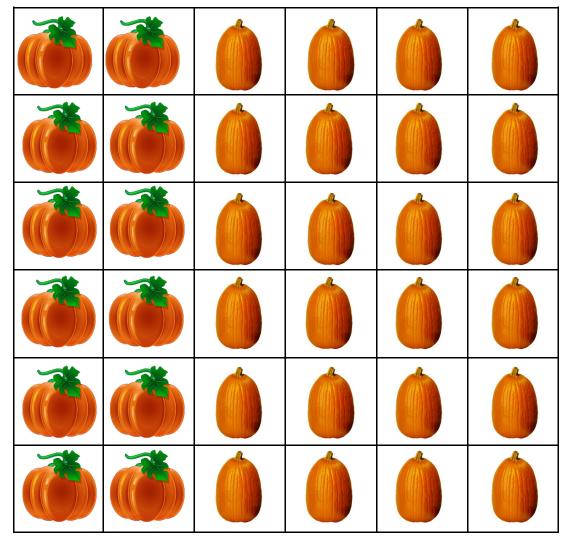
## pumpkin farm **Game** 6 5 B

# Pumpkin farm game





= 5 points



= 2 points



PLAYERS: 2 or 4 (playing as pairs)

### **MATERIALS:**

- . **PUMPKIN FARM GAME** Mats
- Pumpkin game pieces (2 of the 5-point pumpkins and 10 of the 2-point pumpkins per player)
- Recording sheet for recording guesses and hits.
- Folders set up to hide game mat from other player [e.g. Battle Ship style]

### **DIRECTIONS:**

- Students place their 12 pumpkins 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 pumpkin or not and how many points. The player makes an X on his/her recording sheet if he/she did not capture a pumpkin. The student records 5 pts. or 2 pts. in the square if there was a pumpkin there. If the student captured a pumpkin, he/she gets another turn to try to capture another pumpkin. If the student did not capture a pumpkin, 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 pumpkins
  - whatever variation the students vote on

## **SCORING:**

• Student with highest score wins the game.



Player Name	5 point pumpkins	2 point pumpkins	TOTAL POINTS

2			
3 2			
4			
5			
6			