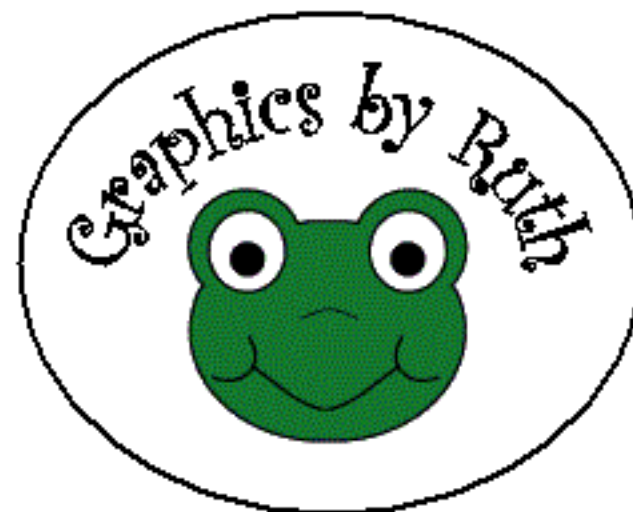


Don't Wake The Owl!

You will need a die and pawns to play this game. Print the game on card paper. Laminating will ensure durability. Children place their pawn on Start. The first player rolls the die and moves the designated number of squares. If they land on a move ahead square, they move their pawn the amount of spaces on the square. If they land on a 'woke the owl' square, they move back 5 spaces. First person to reach the finish square wins.

Created by Ruth

<http://www.archjrc.com/childsplace/>



<http://www.archjrc.com/clipart/>

Move ahead
1 space.


Move back
5 spaces.

Move ahead
2 spaces.


Move back
5 spaces.

Finish



Don't wake the owl!

Move ahead
2 spaces.


Move back
5 spaces.

Move ahead
1 space.

Start

Move ahead
2 spaces.


Move back
5 spaces.

Move ahead
1 space.