Cut out cards on dashed lines

Cut out game board part 2 and tape to game board part 1
Print 4 copies. Cut out cards on dashed lines.
An Early Math Game

Includes:
- Game board
- 48 Cards (44 numbered 0-10, plus 4 Super Ant cards)

Find 4 small objects such as different coins or counters to use as game pawns

Object of the Game:
Be the first player to reach the picnic basket, and win!

Setup:
- Shuffle and divide the cards equally among players.
- Each player chooses a game pawn and places it on Start.

How to Play:
Level 1
1. Each player sets down one card.
2. Together, players determine which card has the highest (greatest) number. The player with the greatest number moves ahead that number of spaces.
3. If two players with the highest number tie, players turn over their next cards to break the tie.
4. If you land on a star space, use the shortcut (banana, watermelon, corn, fork) to jump ahead to the next star space.
5. If you draw a Super Ant card, that card tops any other number drawn. Now, switch places with any other player.
6. If two or more players draw Super Ant cards simultaneously, they have a “war” (see step 3, above).
7. To win, draw any number high enough to reach, or go past, the picnic basket (Finish). Congratulations—it’s time for a snack attack!

Level 2:
1. Game play is the same as in Level 1, except players must find the difference between the highest and the lowest numbers.
2. The player who draws the highest number counts up from the lowest number played (e.g., 4, 5, 6, 7, 8 = 4) to determine the difference. Then, that player moves the difference, in number of spaces, on the board.
3. Continue to play until one hungry ant reaches the picnic basket. All right—you are a true difference-maker!

Notes for Play:
- If all cards have been played, reshuffle and divide them equally among players. Continue until a winner is crowned.
- Learning tip: Children may find it easier to count spaces on the board by touching each one with their game markers while moving ahead.
- To win, in both levels, players don’t have to draw the exact number that lands on Finish—they can play any number that reaches, or exceeds, that space.

Learn more about our products LearningResources.com