

Roll-a-Snowman Game

Activity Type: Game

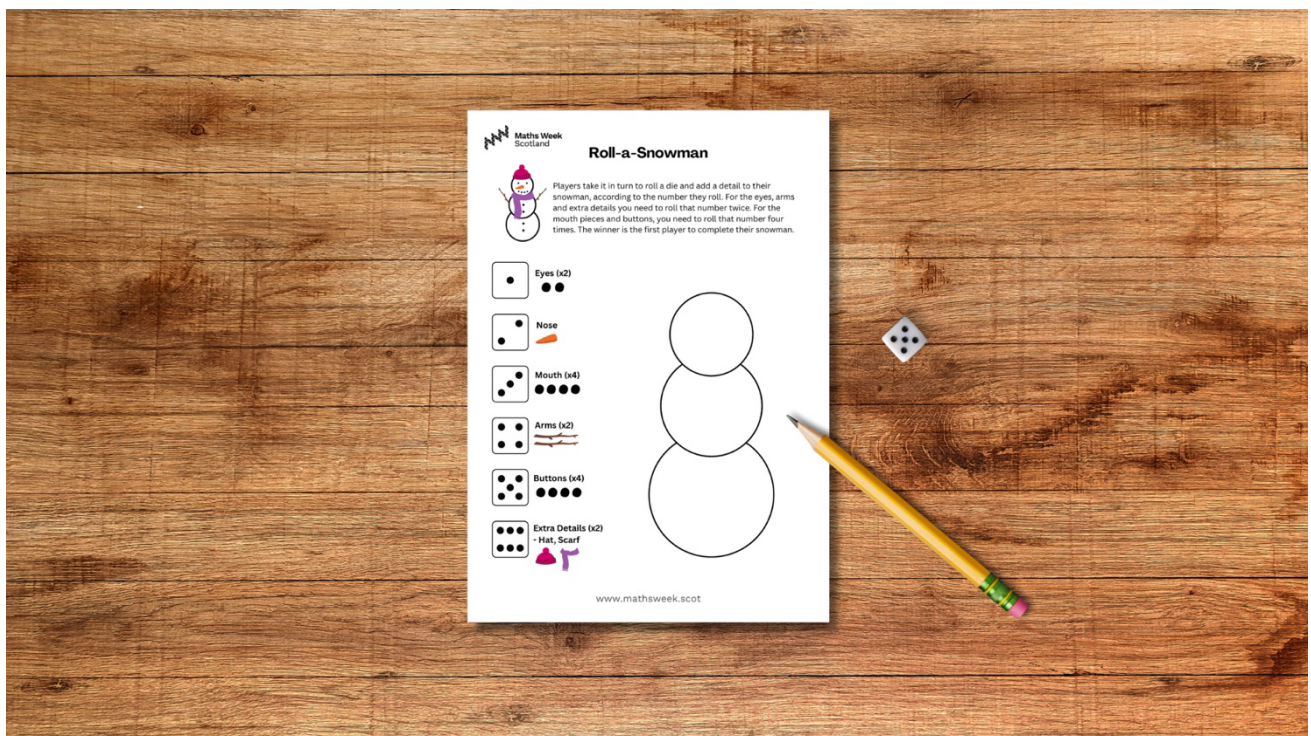
Best suited for: First & Second Level / Age 5-7, 8-11

Maths involved: number recognition

Materials needed:

- Printed off Snowman Game sheets
- Pens or pencils
- A die

Note: If you want to save on printing, you can also just draw the outlines of a snowman on to a sheet of drawing paper.



Instructions

Players take it in turn to roll a die and add a detail to their snowman, according to the number they roll. The winner is the first player to complete their snowman.

- 1 = add an eye
- 2 = add a nose
- 3 = add a piece of coal for the mouth
- 4 = add a stick for an arm
- 5 = add a button
- 6 = add a hat or a scarf

For the eyes, arms and hat/ scarf you need to roll that number twice.

For the mouth pieces and buttons, you need to roll that number four times.