

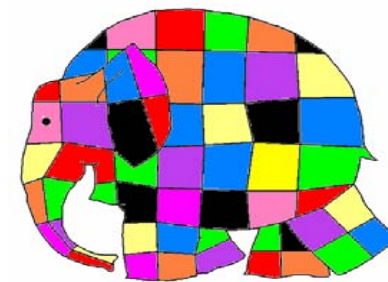
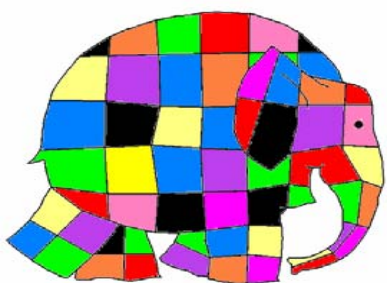
Elmer's Colour Collecting Game

You will need: Game Board (A3), An Elmer board for each player (A4), 2 or 3 sets of colour tokens, Dice or Spinner, Colour Counters

Instructions: Players move around the board collecting tokens, that are the same colour as the space they land on, and placing them on their boards. A token should be collected on each space, except those with instructions. Plenty of opportunity for using colour vocabulary and concepts of more or less, with an additional data handling (if desired) aspect at the game's end.

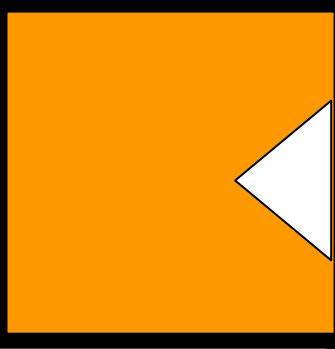
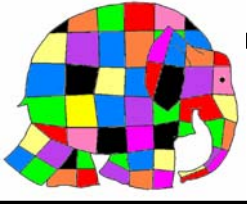
Winner is the first player to fill their Elmer with coloured squares.

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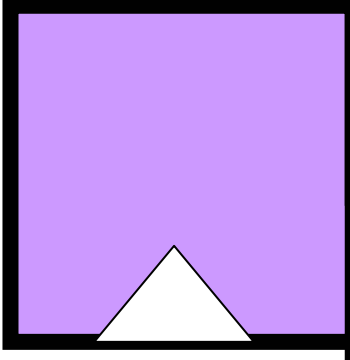




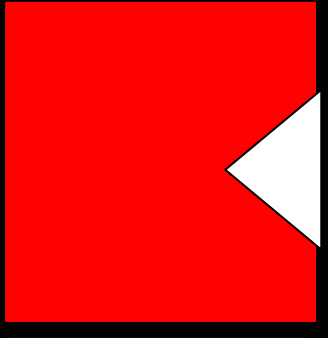
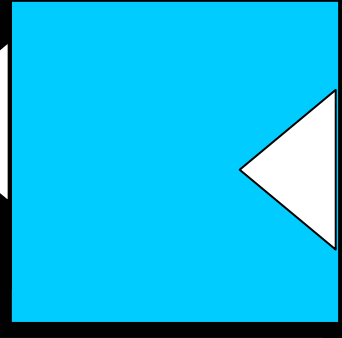
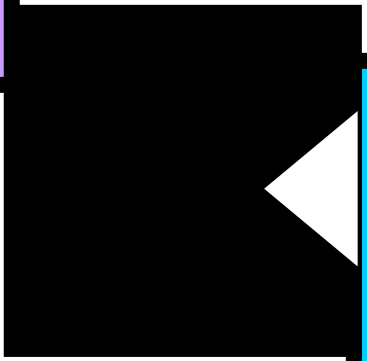
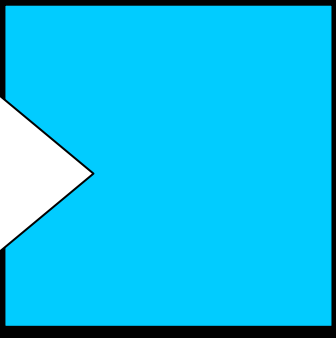
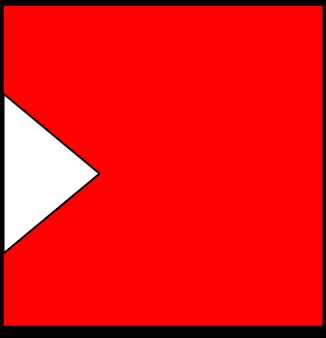
How many coloured squares did you collect?



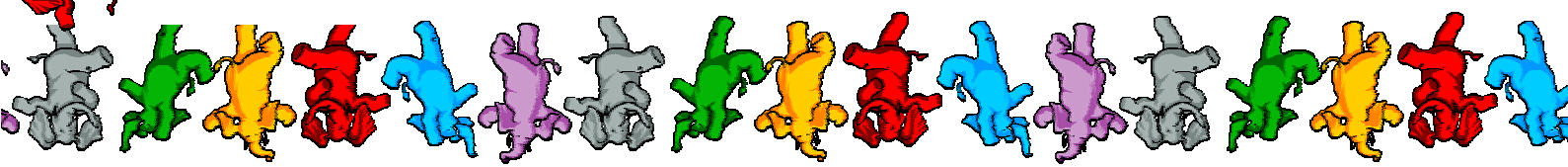
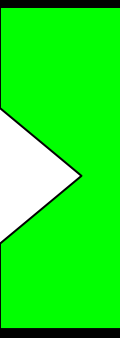
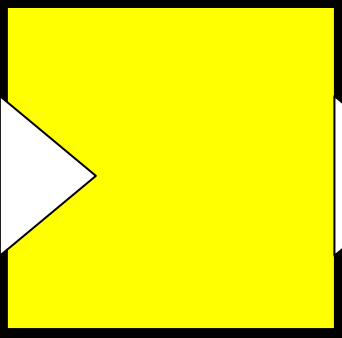
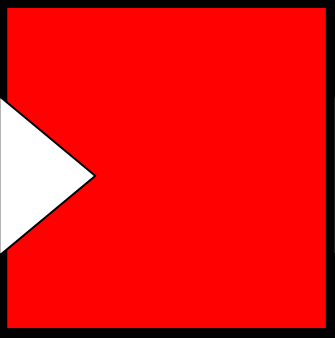
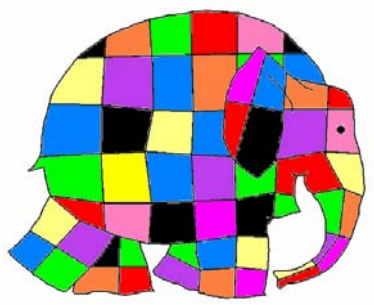
Move on 1 space

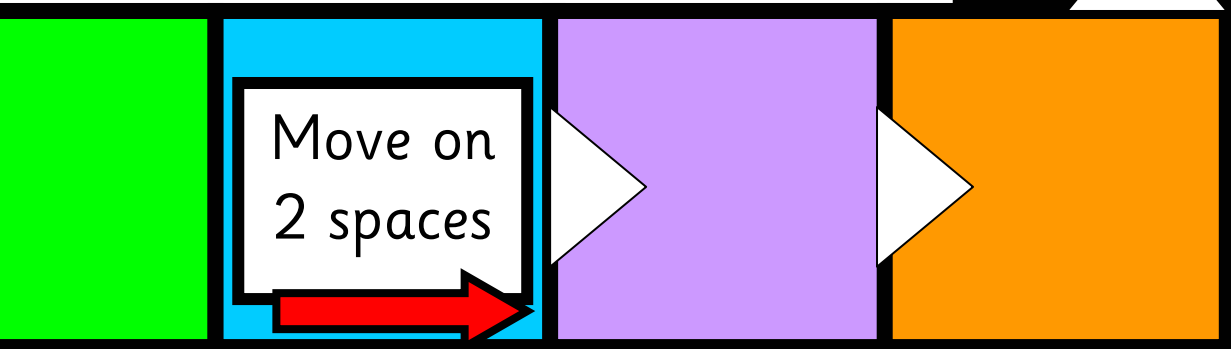
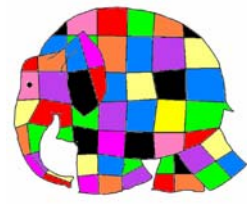
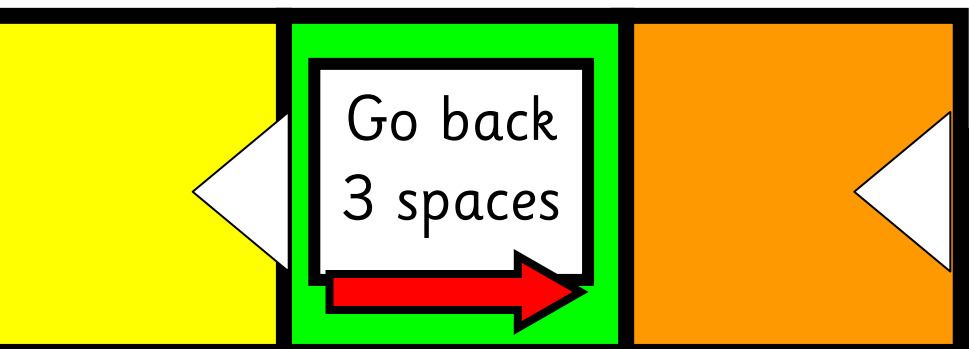
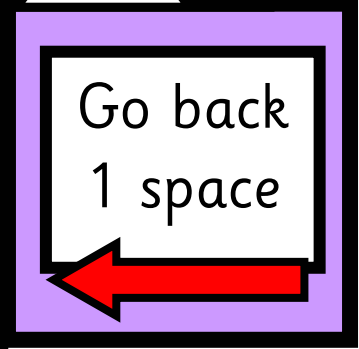
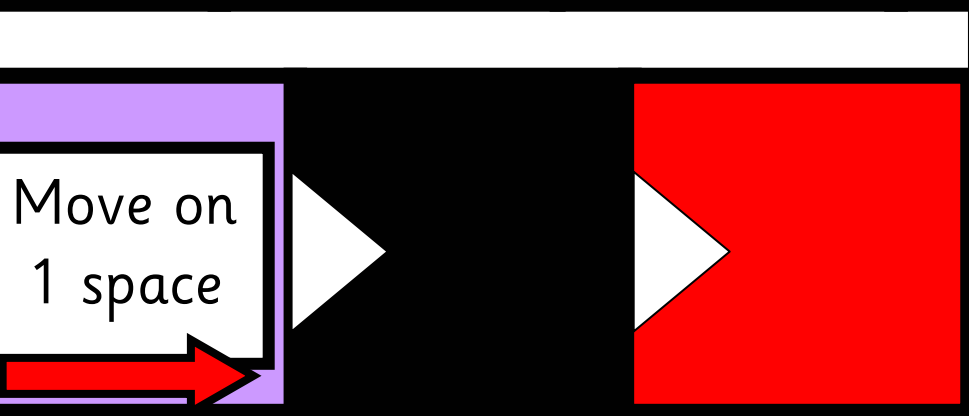
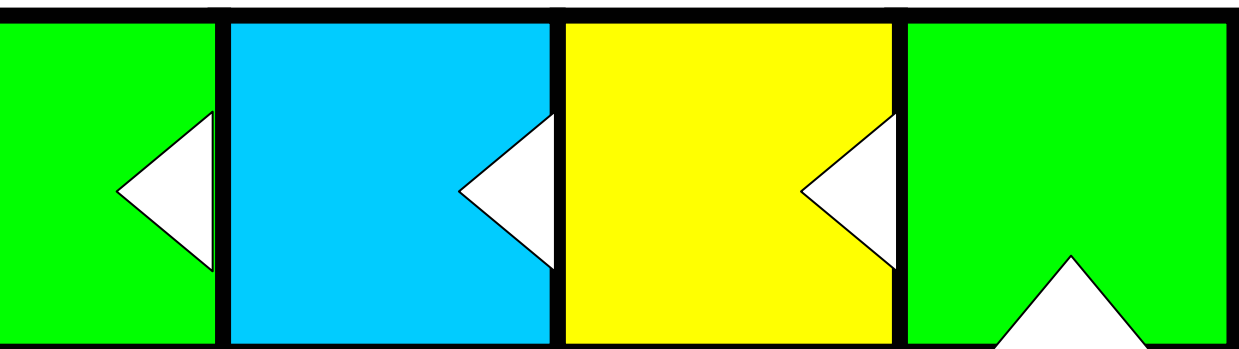
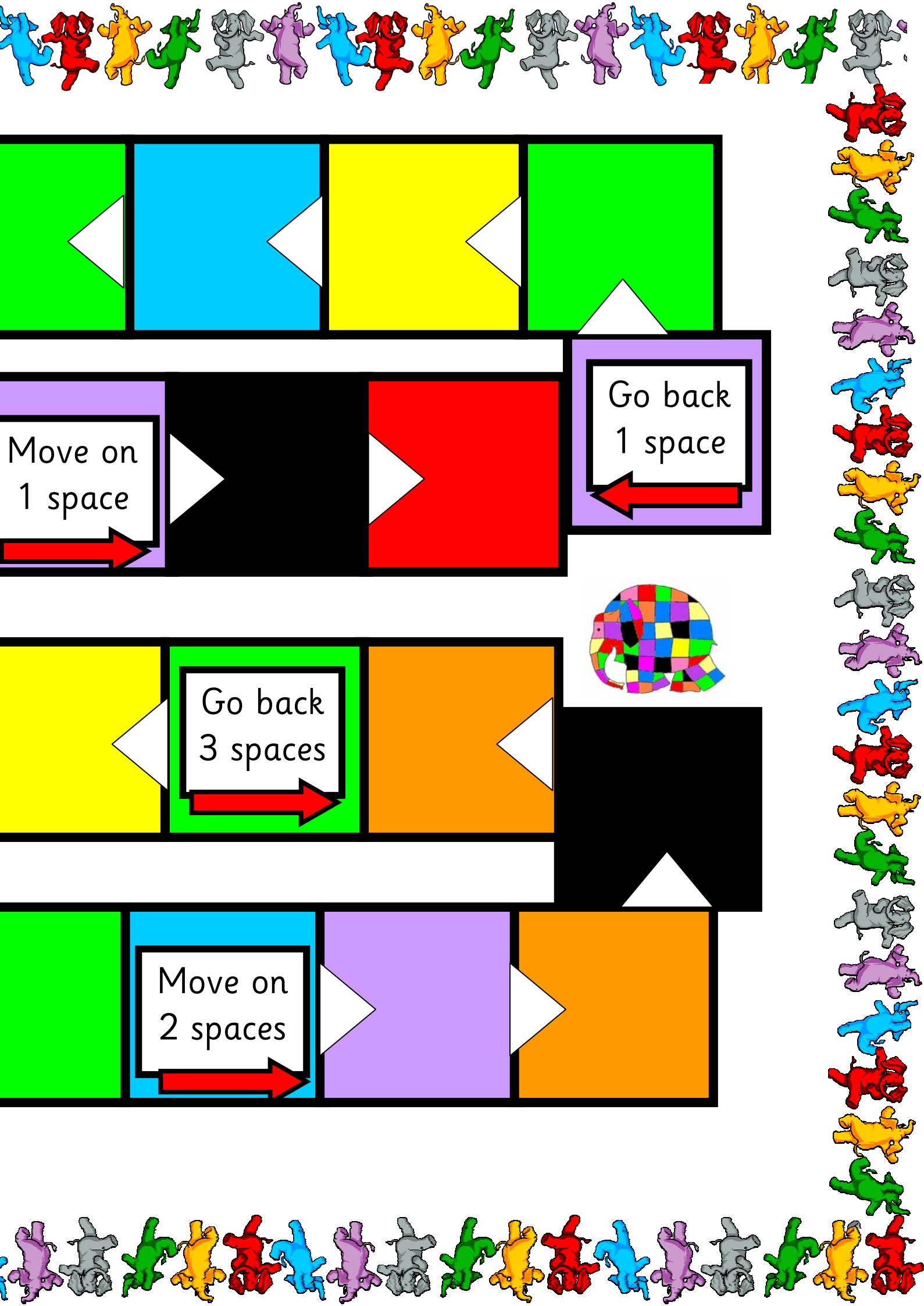


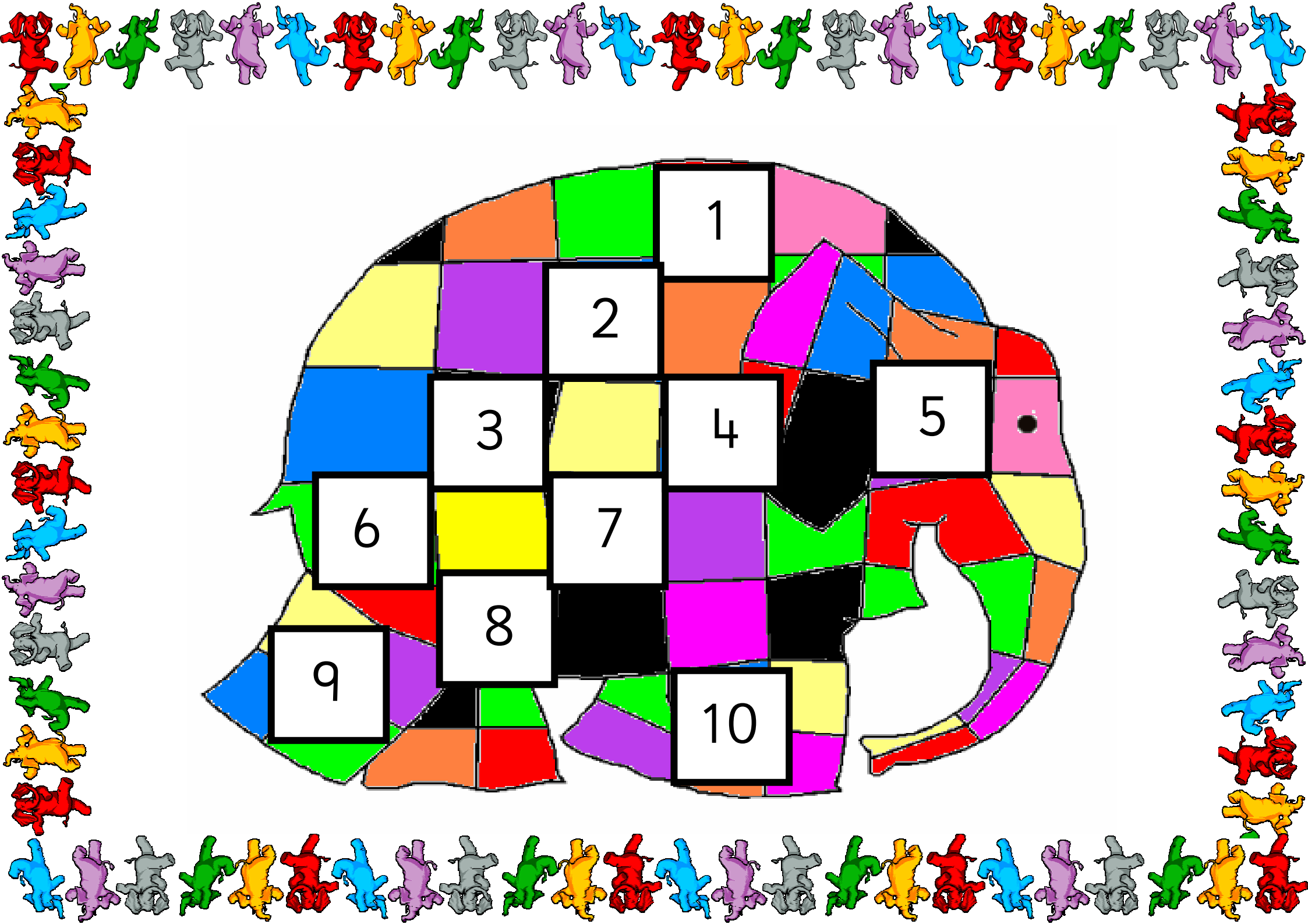
Go back 2 spaces



Start







1

2

3

4

5

6

7

8

9

10

