

How to Play: Caterpillar

Learning Goals

To understand the probability of compound events (dice rolls) by experimenting, observing multiple trials, visualizing data, and constructing mathematical models.



Rules

Game Goal

Make the longest Caterpillar in the garden.

Setup

1. Each player selects a color of blocks for his or her caterpillar.

2. Players determine who goes first (highest dice roll, age, etc.).

3. Each player places 2 caterpillar segments (blocks) on the mushrooms of his or her choice on the game board. To do this, the starting player places 1 segment on a mushroom. The other players follow, going clockwise. The last player gets to place 2 segments, then the order reverses to counterclockwise, and the players place their remaining segment.

Turns

4. Play goes in turns. There are 3 parts to a player's turn: rolling, marking, and placing.

5. When it is your turn, roll the two dice. The sum of the numbers is the dice roll.

6. All players write the dice roll in their "Bird" tables, a simple table that tracks the number of each dice roll. At the end of the game, the number that was rolled the most becomes the Bird. The Bird is bad.

7. On the game board, identify the mushrooms

that touch the number rolled. Each player who has a caterpillar segment on one of these mushrooms gets 1 caterpillar segment per mushroom. Players can only place these segments when it is their turn.

8. You complete your turn by placing all of your caterpillar segments on the board. Segments may only be placed next to other segments that you own.

Ending

9. When at least one player has no more spaces left to place a caterpillar segment, the game is over.

10. At this point, players check their Bird tables to see which number was rolled the most over the course of the game. This number is the Bird. The Bird eats caterpillars.

11. All caterpillar segments that are placed around the Bird must be taken off the board.

12. The player with the longest remaining caterpillar wins.