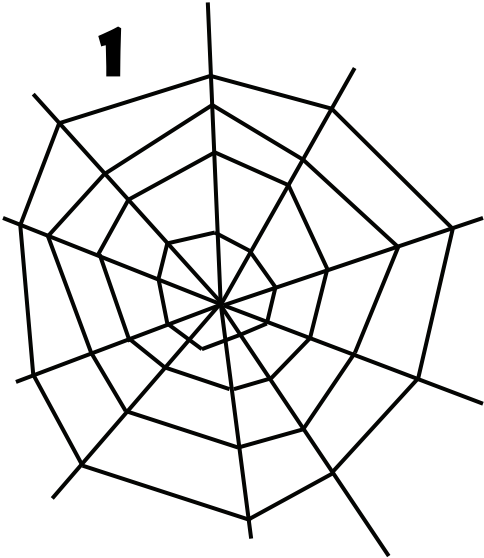


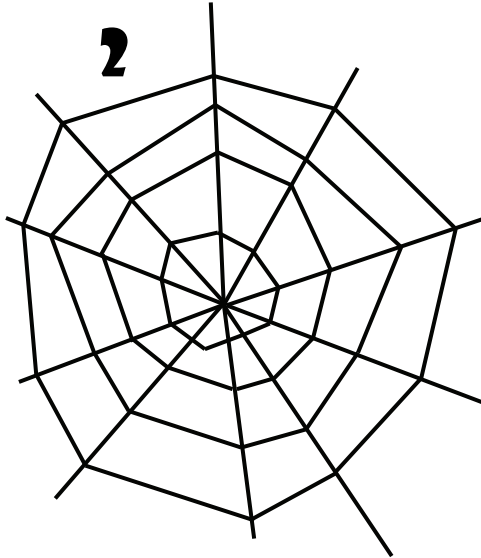


SPIDER GAME-1

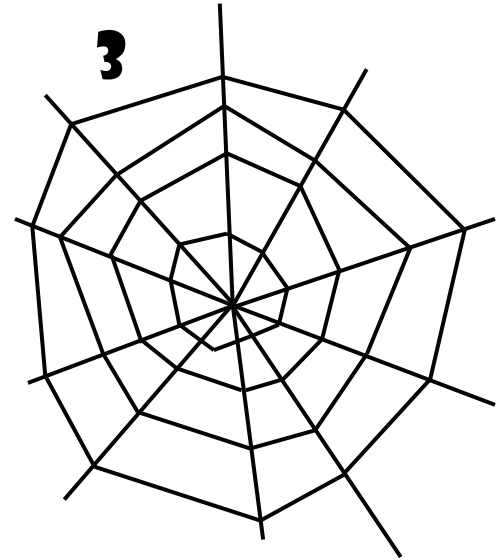
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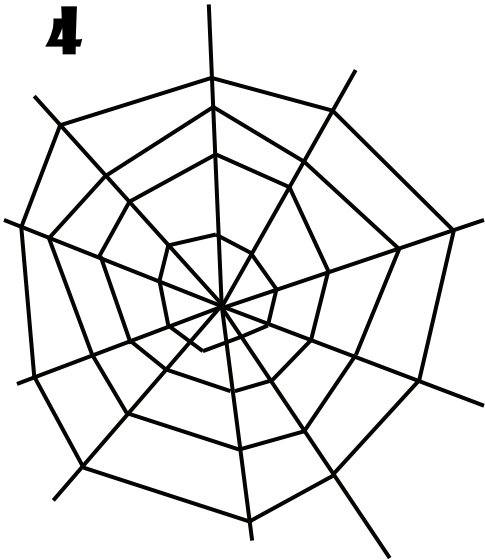
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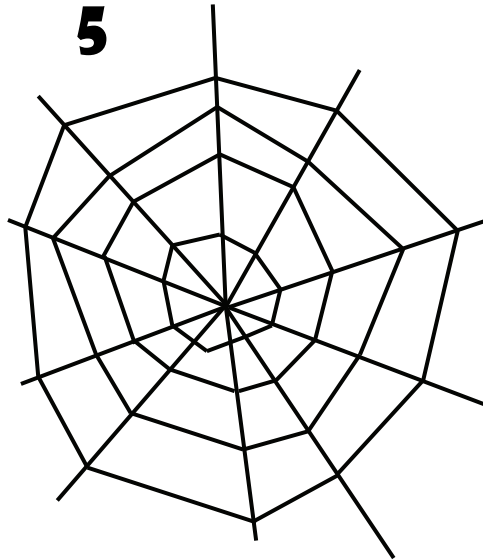
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4



5

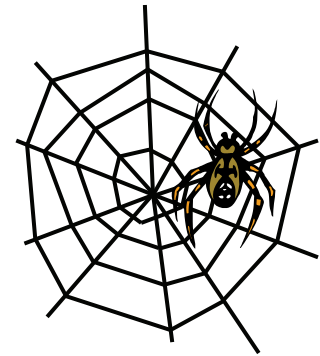


6





SPIDER GAME—1 DIRECTIONS



Players: 2

Materials:

- 1 die
- Spider Web Mat –1 game board for each student
- 10 counters per student
- Spider Game 1—Recording Sheet for each student

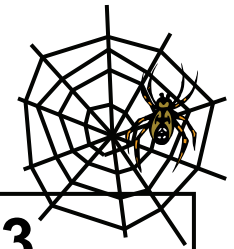
Directions:

- Each student places the 10 counters on his/her **Spider Game—1** web mat. The student may place 2 counters on each of the webs #1-5 or the student may elect to place more counters on some of the numbers (1-5) and fewer on other numbers.
- Player A rolls the die and removes a counter from that number web. If the player rolls a 6 on this first roll of the die, the student gets no points for that round.
- Player B rolls the die and removes a counter from that number web. If the player rolls a 6 on this first roll of the die, the student gets no points for that round.
- If neither player rolls a 6 on the first roll, then players alternate according to these rules for each succeeding turn.
 - A player may roll the die and remove another counter from that number web, if there is one still available.
 - OR
 - A player may decide to STOP before rolling the die for his/her turn.
 - If the player stops, he/she scores 1 point for each counter he/she removed to this point but does not score any additional points for the round.
 - All of the counters still on the spider web mat are protected, meaning they are available for use in the future rounds.
 - **BEWARE:** If a player rolls a 6 before stopping:
 - he/she does not score any points for the round
 - He/she loses any counters already removed and places them on the spider.
 - He/she may only use counters still on the spider web mat to place on webs for future rounds.

Game: (5 rounds) Player with highest total wins.



SPIDER GAME—1 Recording Sheet



Game 1		
Round	Counters lost to spider	Points earned
1		
2		
3		
4		
5		
Total		

Game 2		
Round	Counters lost to spider	Points earned
1		
2		
3		
4		
5		
Total		

Game 3		
Round	Counters lost to spider	Points earned
1		
2		
3		
4		
5		
Total		

Think about the strategies you used to get the most points in any game.

- How did you place the 10 counters on the spider webs?



- How did you decide when to STOP before rolling a 6 on the die?