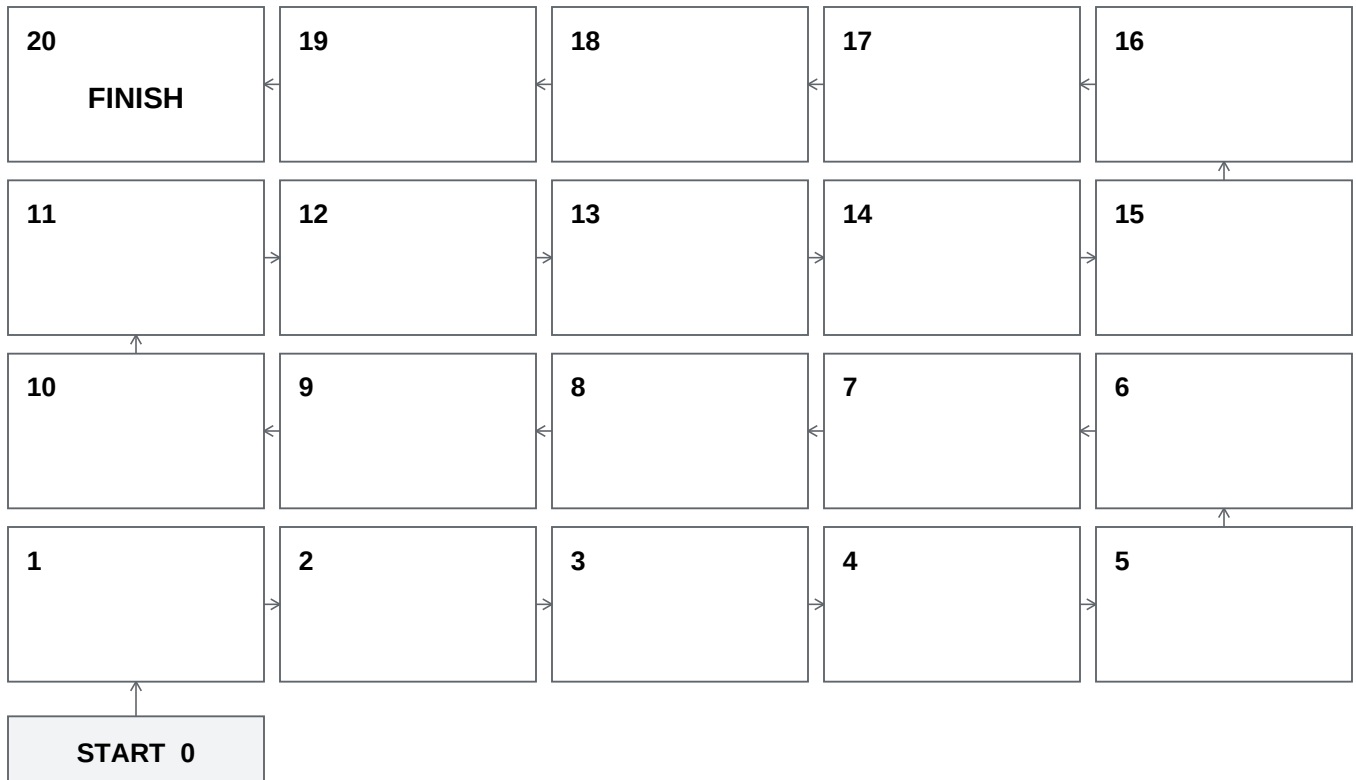


Question Trail

2 to 4 players | Print with page 2 | Use a different counter for each player.

Draw question cards, answer, and move along the numbers. START is position zero. No die is needed.



Set up: Put all counters at START. Cut out and shuffle the 12 cards from page 2. Keep the answer key separate. Choose a first player; turns go clockwise.

Turn: The player to your left reads a card and checks your one answer. Correct: move 2 spaces. Incorrect or pass: move 1. Discard the card; reshuffle discards when the pile is empty.

Counters may share spaces. Stop at 20 if a move would go farther. There are no special spaces or extra turns.

Finish: Once someone reaches 20, complete that round so everyone has equal turns. All players who finish in that round share the win. The game takes 10 to 20 rounds.

Question cards and answer key

Cut out the 12 cards. Cut the answer strip away and give it only to the player reading the question.

Q01 What is 8 multiplied by 7?	Q02 What is 72 divided by 9?	Q03 What is three quarters of 20?
Q04 Add two fifths and one fifth.	Q05 What is 3.5 plus 1.25?	Q06 What is the perimeter of a 6 cm by 4 cm rectangle?
Q07 Write 0.5 as a fraction in simplest form.	Q08 What is one quarter of 36?	Q09 What is 9 multiplied by 6?
Q10 How many centimeters are in 2 meters?	Q11 What is 18 plus 27?	Q12 What is 100 minus 37?

READER ANSWER KEY | Remove before play

Q01: 56	Q07: 1/2
Q02: 8	Q08: 9
Q03: 15	Q09: 54
Q04: 3/5	Q10: 200 cm
Q05: 4.75	Q11: 45
Q06: 20 cm	Q12: 63

Code the Rover demonstration: E, E, N, N, E, E, N, N. This eight-command route collects C3 and finishes at E5. Keep it off the player board until after the group tries the challenge.

Coordinate Courier

2 to 4 players | One six-sided die | Eight rounds, with one turn per player in each round.

Every player starts at A1 with their own four deliveries. Closed spaces cannot be entered. Choose a first player; turns go clockwise.

	A	B	C	D
4	DELIVERY A4			DELIVERY D4
3		DELIVERY B3		
2		CLOSED	CLOSED	DELIVERY D2
1	HOME A1			

Turn: Roll the die and move 0 to that many squares, one step up, down, left, or right. Turn corners or stop early. No diagonals, jumping closed squares, or leaving the map. Counters can share squares.

Mark a delivery only when your turn ends there. Each destination counts once per player. After all four deliveries, end a later turn at A1 for the home bonus; stay there afterward if you wish.

Score after round 8: 1 per delivery, plus 2 for returning home after all four. Maximum 6. Highest score wins; ties share the win.

Round tracker 1 ____ 2 ____ 3 ____ 4 ____ 5 ____ 6 ____ 7 ____ 8 ____

Player	B3	D4	A4	D2	Home +2	Total /6

Timeline Table

2 to 4 players, cooperative | Cards on page 5 and a pencil | Starter events are fictional.

1 F starts here	2	3
4	5	6
7	8	9

Set up: Study the fictional dates together first. Start with F (1952) visible in space 1. Hide the years on the other eight cards and shuffle them. Read spaces left to right, then down. Choose a first player.

Turn: Draw with the year hidden. Discuss; the active player chooses a position among the visible events. Reveal the year. A correct position earns 1 point. Copy the year onto the front in pencil, then refold.

Insert the card in its correct position even after a wrong guess, sliding later cards right. Occupy spaces consecutively from 1. Pass the turn clockwise.

Finish: After eight drawn cards, the team wins with at least 6 correct placements. F earns no point. The completed board must always be in year order.

Mark 1 for a correct placement or 0 for a wrong one

1	2	3	4	5	6	7	8
☐	☐	☐	☐	☐	☐	☐	☐

Total ____ / 8

Timeline event cards

Invented town history, not real historical facts. Cut each card; fold the year strip behind its front.

A The community garden opens Year _____ 1995 fold behind	B The first bus route starts Year _____ 1927 fold behind	C The first school opens Year _____ 1900 fold behind
D The town library opens Year _____ 1915 fold behind	E A trail connects the neighborhoods Year _____ 1981 fold behind	F The town museum opens Year 1952 1952 fold behind
G The stone bridge opens Year _____ 1908 fold behind	H Lake Park opens Year _____ 1936 fold behind	I The market moves to the square Year _____ 1964 fold behind

Study the dates together before folding them away. Use F as the starting card with its year revealed. Keep other years hidden until a placement is chosen. For a real history assignment, replace all nine cards with familiar events and dates checked against class sources.

Finished order (reader key): C, G, D, B, H, F, I, E, A. Keep this answer check off the playing area. Erase the eight penciled years before a new game.

Story Stops

2 to 4 players, cooperative | One shared counter and pencil | Six turns to build one connected story.

1 Character Introduce a character. _____ _____	2 Goal Give the character a goal. _____ _____
3 Obstacle Put something in the way. _____ _____	4 Choice Have the character make a choice. _____ _____
5 Consequence Show what the choice causes. _____ _____	6 Ending Explain whether the goal was achieved. _____ _____

Set up: Cut and shuffle the words below. Put the counter before stop 1; choose a first player. On each turn, advance one stop, draw two words, choose one, and put the unused card under the deck.

Write one sentence for the stop using the chosen word; keep that card beside the sentence. From stop 2 onward, reuse a named character, object, or place from earlier. Explain any change to an established fact.

Pass clockwise. If a condition is missing, revise before advancing. At stop 6, check all six words and the resolved goal. A complete story is a group success. No points, separate winner, or loss condition.

Cut out the word cards

river	compass	gate	map
library	clock	rope	bicycle
robot	sandwich	mirror	notebook

Code the Rover

2 to 4 players, cooperative | Write at most 10 commands per attempt | Two attempts to succeed.

START A1. Collect the battery at C3. Finish at E5 after the last command. Closed squares are walls.

	A	B	C	D	E
5					EXIT E5
4		CLOSED		CLOSED	
3			BATTERY C3		
2		CLOSED		CLOSED	
1	START A1				

N = up one row; **S** = down one row; **E** = right one column; **W** = left one column. Directions are fixed on the page. No diagonal moves.

Plan: Choose a first player; take turns clockwise adding commands. Everyone contributes at least one. Revise freely before running. **Run:** Read and move exactly as written. A wall or map edge stops the attempt. Collect C3 when entered. Do not edit while running or stop early at EXIT.

Win: After the final command, be at E5 with the battery. If attempt 1 fails, reset the counter and battery, revise, and try again. Two failed attempts end this challenge.

Attempt 1

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

Attempt 2

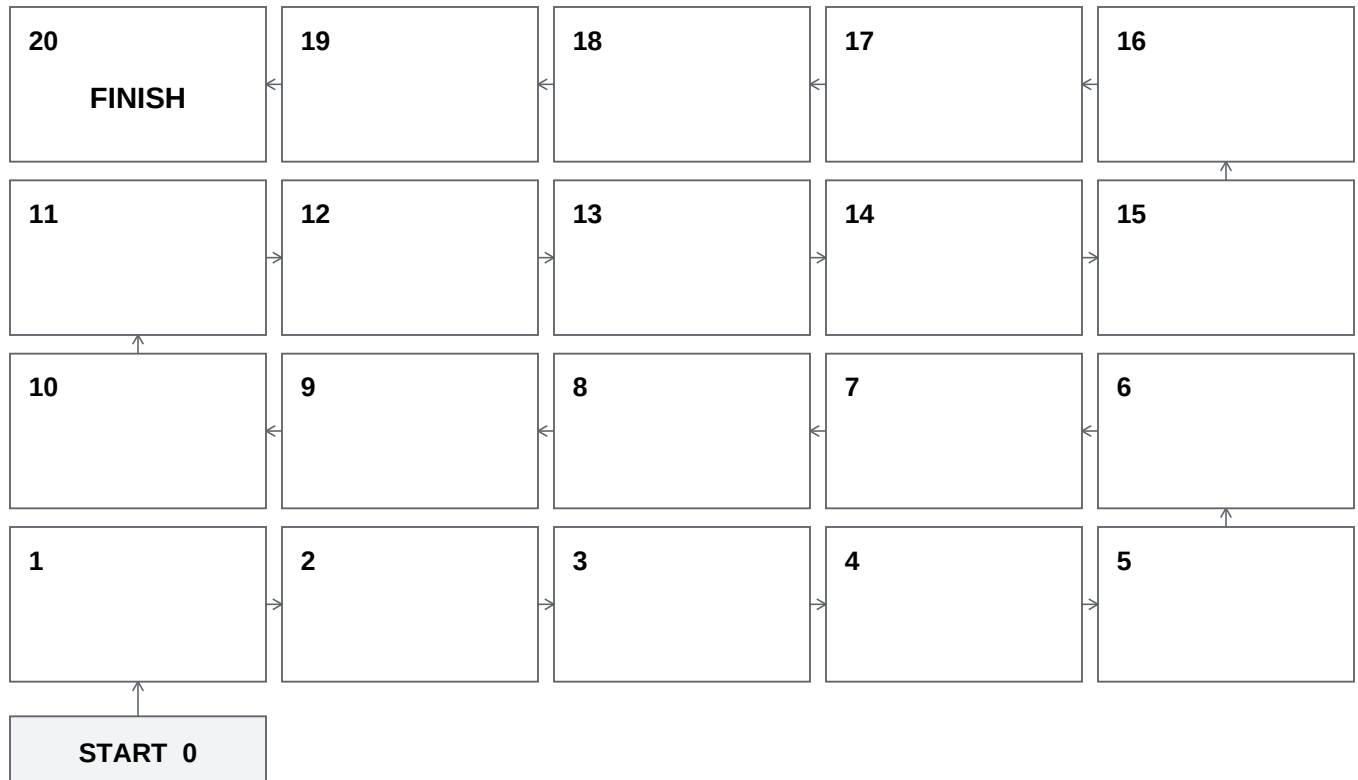
1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

Check after the run: Battery collected? _____ Last square? _____ Success? _____

Blank 20-space board

Write your own game name and space effects. Keep START, the numbered path, and FINISH easy to follow.

Game name _____



What do your symbols or special spaces mean?

Before adding extra effects, write what happens if two rules apply at once, a counter moves past FINISH, or a player cannot complete an action. Test the plain board first.

Write your rule sheet

Complete this worksheet, then ask someone to play using only the board and these instructions.

Game name and subject

Players and exact materials

Starting positions and who goes first

One complete turn

Legal moves and how answers are checked

Scoring, ending, winner, and ties

Example turn and what happens when supplies run out

Attach a setup sketch if the starting positions are hard to explain. For a cooperative game, state how the group succeeds and whether it can lose.

Playtest and revise

Record actual observations. Leave fields blank until someone has played the prototype.

Game _____ Designer _____

Test date _____ Players _____ Start time _____ End time _____

Test 1 What did players ask or interpret differently?

Change one rule, then try again

Old rule or unclear wording	Replacement to test

Test 2 What happened after the change?

Still needs attention

- ☐ Subject answers checked against class sources
- ☐ Written rules match the final board and pieces
- ☐ Photo shows the actual prototype that was played