

The acorn game



A board game where the aim is to get all the coloured acorns into the log you have, faster than your friends can do it together.

Resources.

- 1. 25 acorns, 5 each in red, grey, green, brown and cream.**
- 2. "5 finds".**
- 3. 1 wheel of game choices.**

Preparation.

MAKE "LOGS" OUT OF PAPER ROLLS. Paint the rolls with gouache to make them look like wooden logs, using different shades of brown.

1. MAKE A SELECTION CIRCLE. Draw a circle 20 cm in diameter, cut out the shape. Divide the circle into 10 parts - the choice fields. The background of the five fields must match the colour of the acorn cap. The other choices are: heart, sun, thief, skip a turn, return the acorn to the game box.

2. REMOVE THE COLOURED PENCILS. Paint the acorn caps with 5 different colours of nail varnish.



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Activity.

Players play clockwise. Draw lots to choose the first player to spin the wheel.

When the arrow turns on a coloured box, the player picks up the acorn of that colour. If the player already has a skittle of that colour, then he takes nothing and the next player plays.

When the arrow turns on the 'Heart+1' marker, the player takes one of any colour of the missing pip.

When the arrow turns on the 'Sun+2' mark, the player takes two of any missing colour.

When the arrow turns on the 'Zzzzzz' marker, the player misses a turn.

When the arrow turns on the "Thief" sign, the player may take the missing colour from another player.

When the arrow turns on the 'Uuuuu' sign, one of the player's acorns must be returned to the common acorn box.

