

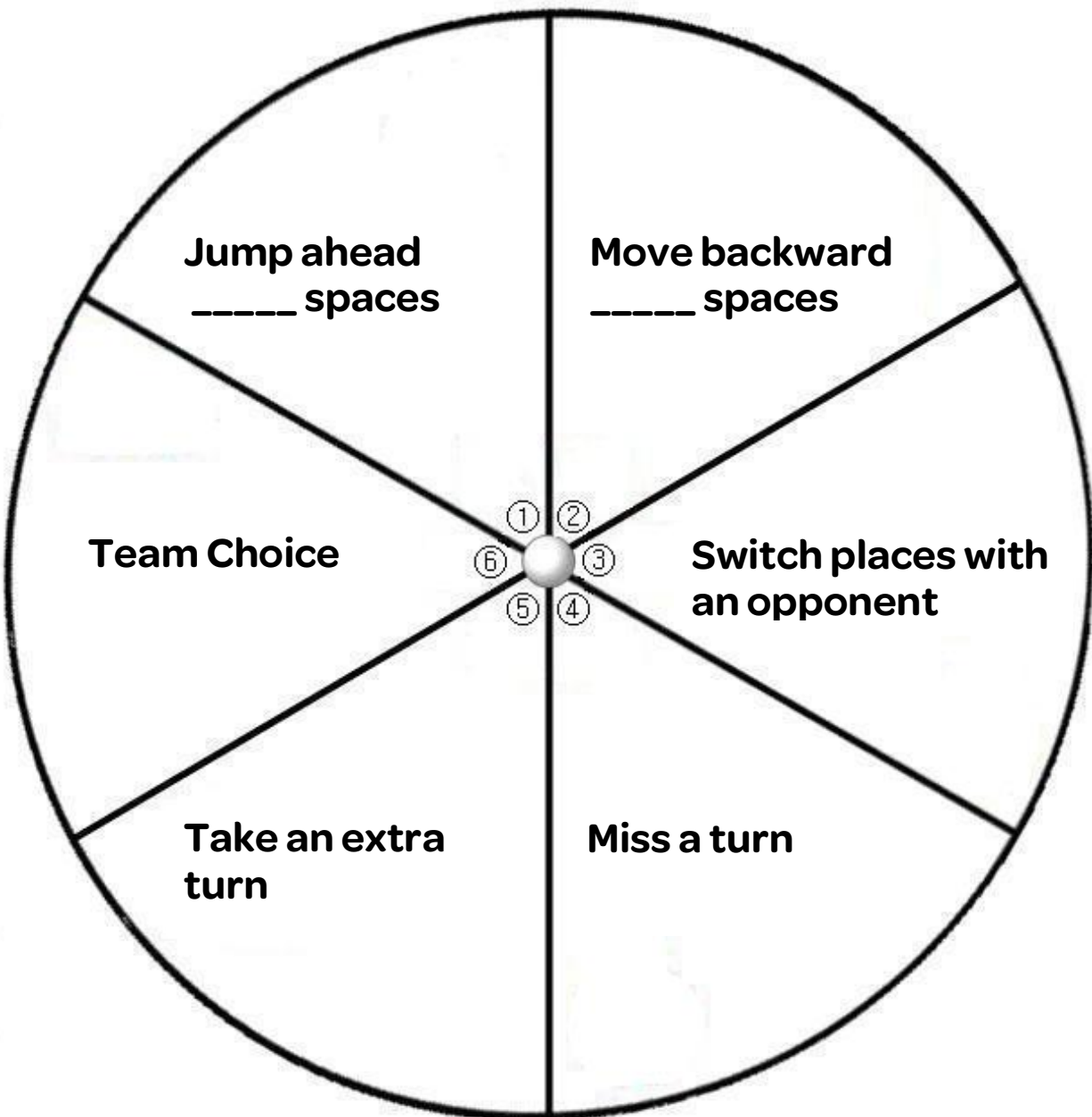
## Board Game Spinner—Game Theme

1. Based on the theme you spin, decide the object of your game. What is the point of the game? What do “Start” and “Finish” mean for game players? For example, if you spin “Fantasy and Imagination” you might decide that at the “Start” of the game, all game players are fairies who are lost in a forbidden forest. The point of the game is for the fairies to escape from the forbidden forest and find their way home. When they reach the “Finish” they have found their way out of the forest and back to their magical castle in the sky.
2. When you decide the point of your game, think of an image to draw at the “Start” and “Finish” on your game board. Using the same example as above, you might draw a picture of a dark, scary-looking forest at the “Start” and a picture of a magical floating castle at the “Finish.”
3. Next, decorate the rest of your game board with pictures and words that match the game theme. Using the same example, you might draw pictures of creatures of the forbidden forest along the path near the “Start” and pictures of sunshine, rainbows and other fairies along the path as you get closer to the “Finish.”



## Board Game Spinner—Game Cards

1. Game players will roll dice to move their game pieces along the game board. They should move their game pieces forward as many spaces as the number they roll.
2. To make things more interesting, select at least three spaces on your game board and write "Draw Card" in those spaces.
3. Use the spinner below to create the index cards for players to draw if they land on one of those spaces or come up with some of your own.
4. For example, if you spin "Jump Ahead \_\_\_\_\_ Spaces" you should write that phrase on an index card and fill in the blank with a number of your choosing. Spin a second time to create your second card, and so on.
5. If you want, you can add a story to your card. Using the "Fantasy and Imagination" example from before, you might write the following on your card: "A magical unicorn gives you a ride towards the edge of the forbidden forest. Jump ahead three spaces."



## Board Game Spinner—Blank Template

