

Beetle Drive Using Natural Materials



This is a take on the party game where players roll a dice to draw the parts of a beetle.

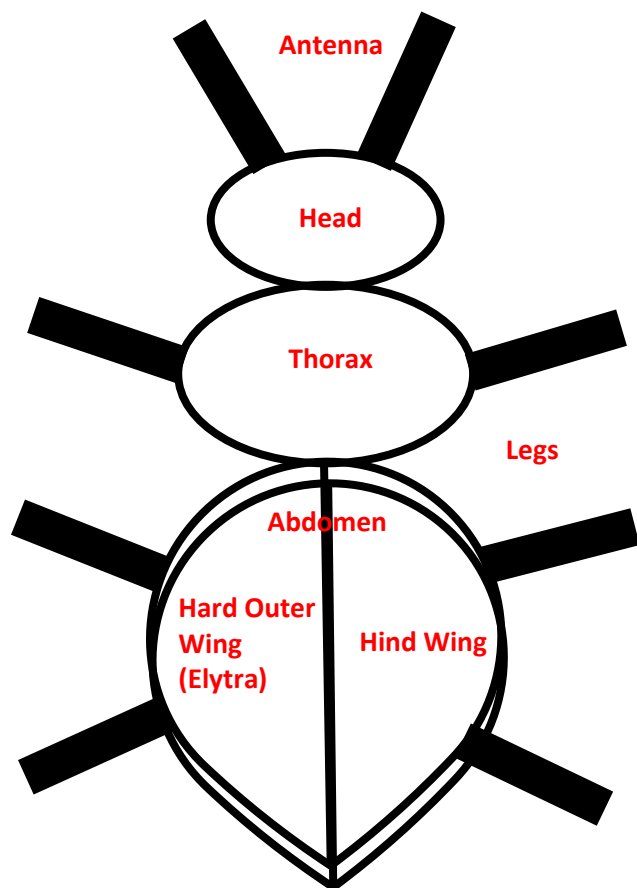
In this version, players roll a dice and then use natural materials to create their beetle and at the same time learn the names of the body parts of insects.

Other insects are available to create which can then lead to discussions about different insects having the same body parts but how they are adapted differently.

You will need:

- Dice - one per group (giant ones are great for using outdoors)
- Print off the pages below and give one to each group of 4-6 children (they can either all have the same insect or work on different ones)
- Access to natural materials.

Beetle Drive



- Take it in turns to roll the dice and collect natural materials to build a beetle.
- Teams must throw a 6, to start and to collect material to make the abdomen.
- The other body parts can be collected as indicated below. eg You will need to throw a 1 twice to make both antenna.
- The aim of the game is to be the first team to make a complete beetle and shout 'BEETLE'.
- Total score = 43.



= antenna x2



= wings x4 (x2 hard outer wings (Elytra) and x2 hind wings).



= legs x6



= head x1 (You must roll a 4 to make the head before you can add the antennae).



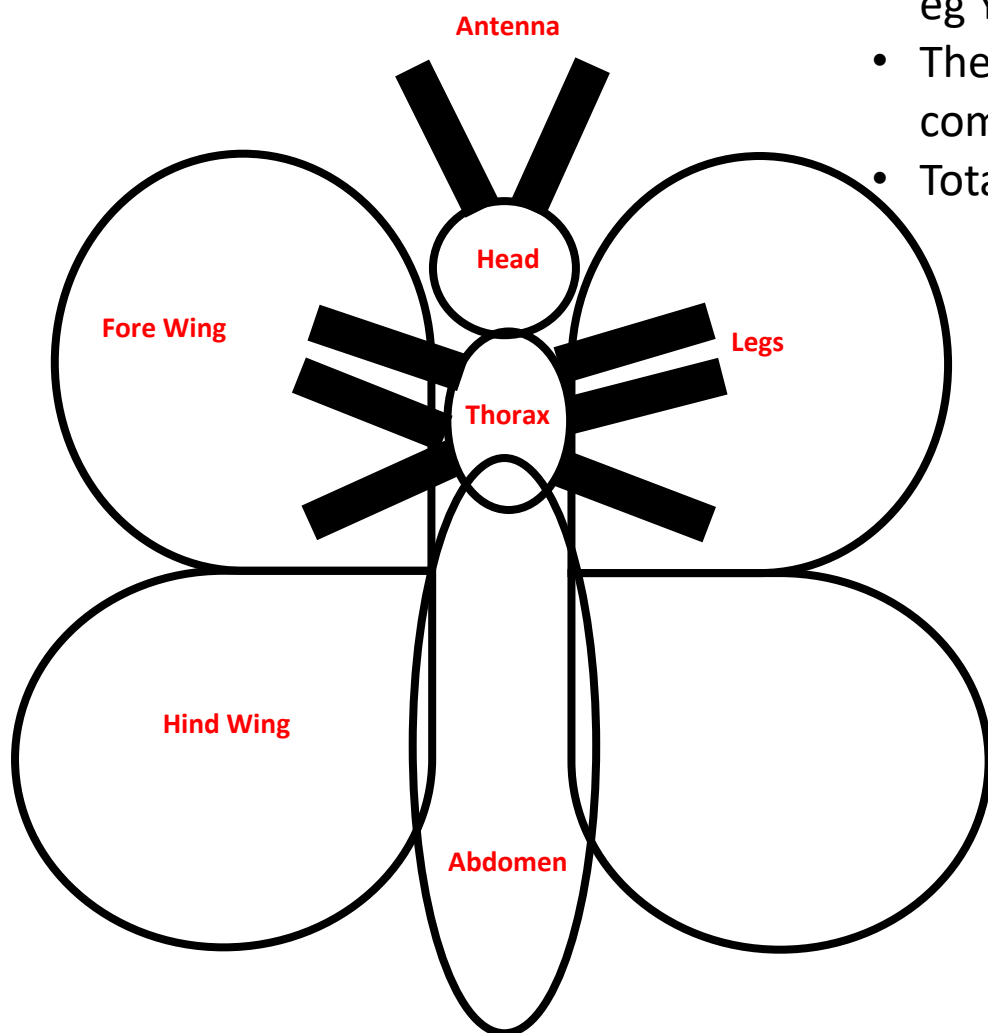
= thorax x1 (You must roll a 5 to make the thorax before you can add the head and legs).



= abdomen x1 (You must roll a 6 first to make the body).

Butterfly Drive

- Take it in turns to roll the dice and collect natural materials to build a butterfly.
- Teams must throw a 6, to start and to collect material to make the abdomen.
- The other body parts can be collected as indicated below. eg You will need to throw a 1 twice to make both antenna.
- The aim of the game is to be the first team to make a complete butterfly and shout 'BUTTERFLY'.
- Total score = 43



= antenna x2



= wings x4 (x2 fore wings and x2 hind wings).



= legs x6



= head x1 (You must roll a 4 to make the head before you can add the antennae).

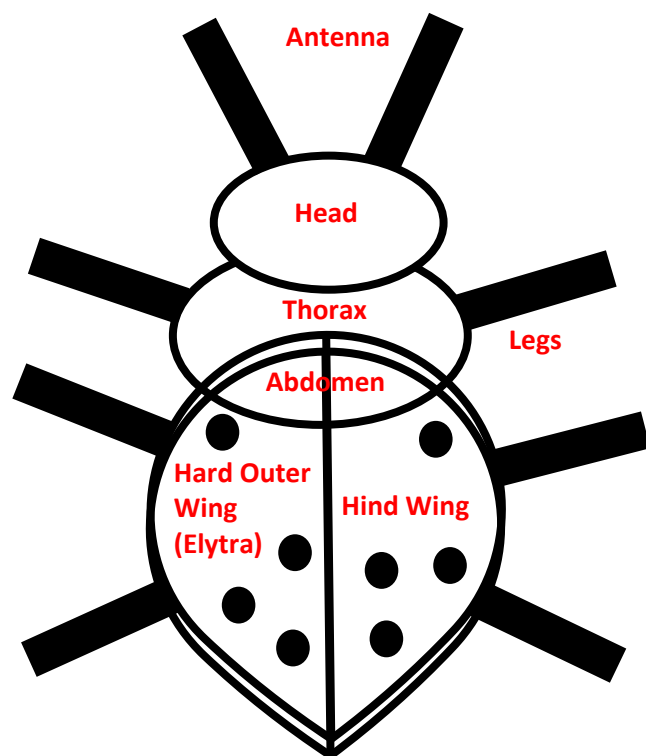


= thorax x1 (You must roll a 5 to make the thorax before you can add the head and legs).



= abdomen x1 (You must roll a 6 first to make the body).

Ladybird Drive



- Take it in turns to roll the dice and collect natural materials to build a ladybird.
- Teams must throw a 6, to start and to collect material to make the abdomen.
- The other body parts can be collected as indicated below. eg You will need to throw a 1 twice to make both antenna.
- The aim of the game is to be the first team to make a complete ladybird and shout 'LADYBIRD'.
- Total score = 43.



= antenna x2



= wings x4 (x2 hard outer wings (Elytra) and x2 hind wings).



= legs x6



= head x1 (You must roll a 4 to make the head before you can add the antennae).



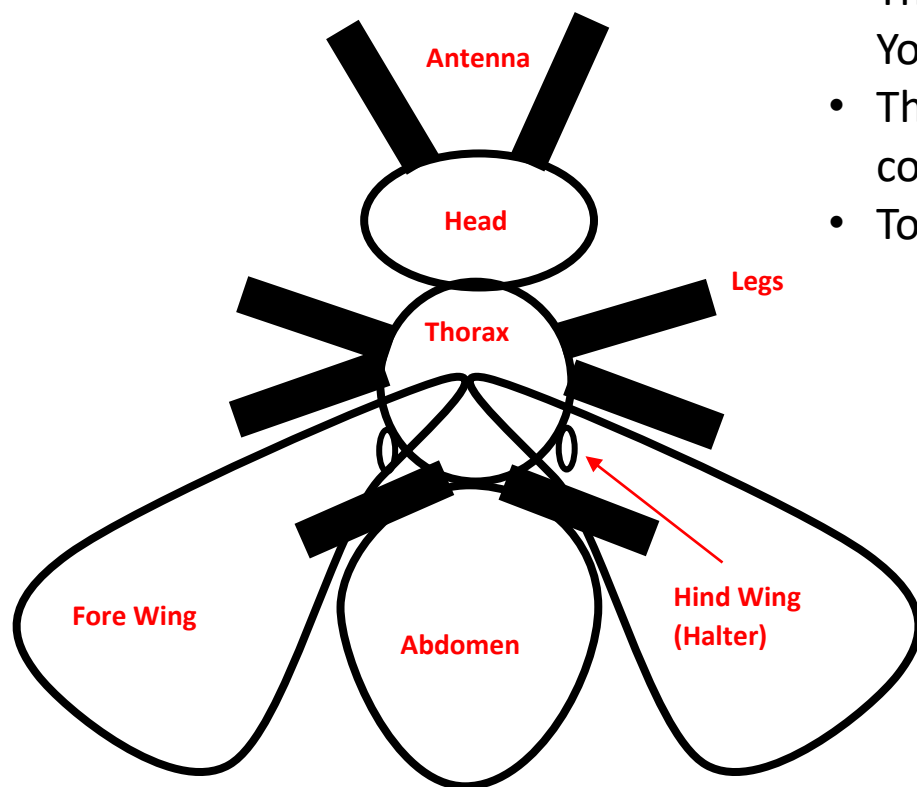
= thorax x1 (You must roll a 5 to make the thorax before you can add the head and legs).



= abdomen x1 (You must roll a 6 first to make the body).

House Fly Drive

- Take it in turns to roll the dice and collect natural materials to build a house fly.
- Teams must throw a 6, to start and to collect material to make the abdomen.
- The other body parts can be collected as indicated below. eg You will need to throw a 1 twice to make both antenna.
- The aim of the game is to be the first team to make a complete house fly and shout 'HOUSE FLY'.
- Total score = 43.



= antenna x2



= wings x4 (x2 fore wings and x2 tiny hind wings (Halter)).



= legs x6



= head x1 (You must roll a 4 to make the head before you can add the antennae).

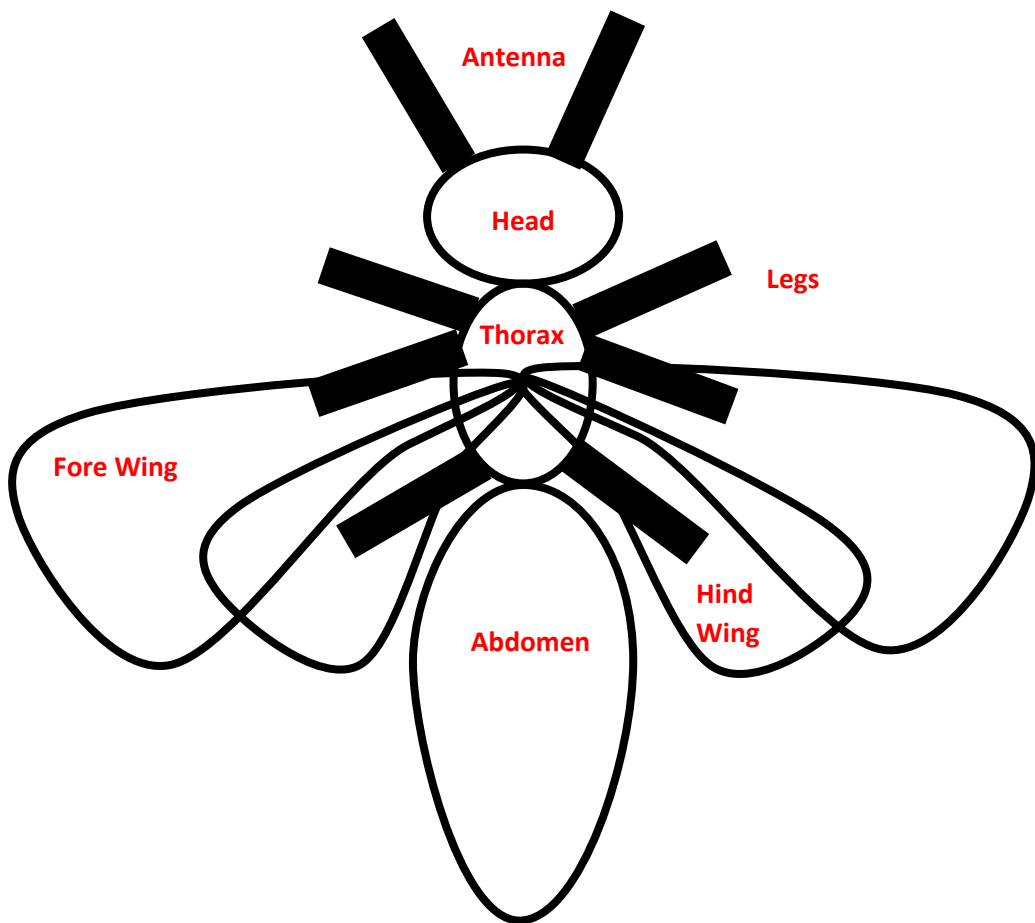


= thorax x1 (You must roll a 5 to make the thorax before you can add the head and legs).



= abdomen x1 (You must roll a 6 first to make the body).

Wasp Drive



- Take it in turns to roll the dice and collect natural materials to build a wasp.
- Teams must throw a 6, to start and to collect material to make the abdomen.
- The other body parts can be collected as indicated below. eg You will need to throw a 1 twice to make both antenna.
- The aim of the game is to be the first team to make a complete wasp and shout 'WASP'.
- Total score = 43.



= antenna x2



= wings x4 (x2 fore wings and x2 tiny hind wings).



= legs x6



= head x1 (You must roll a 4 to make the head before you can add the antennae).

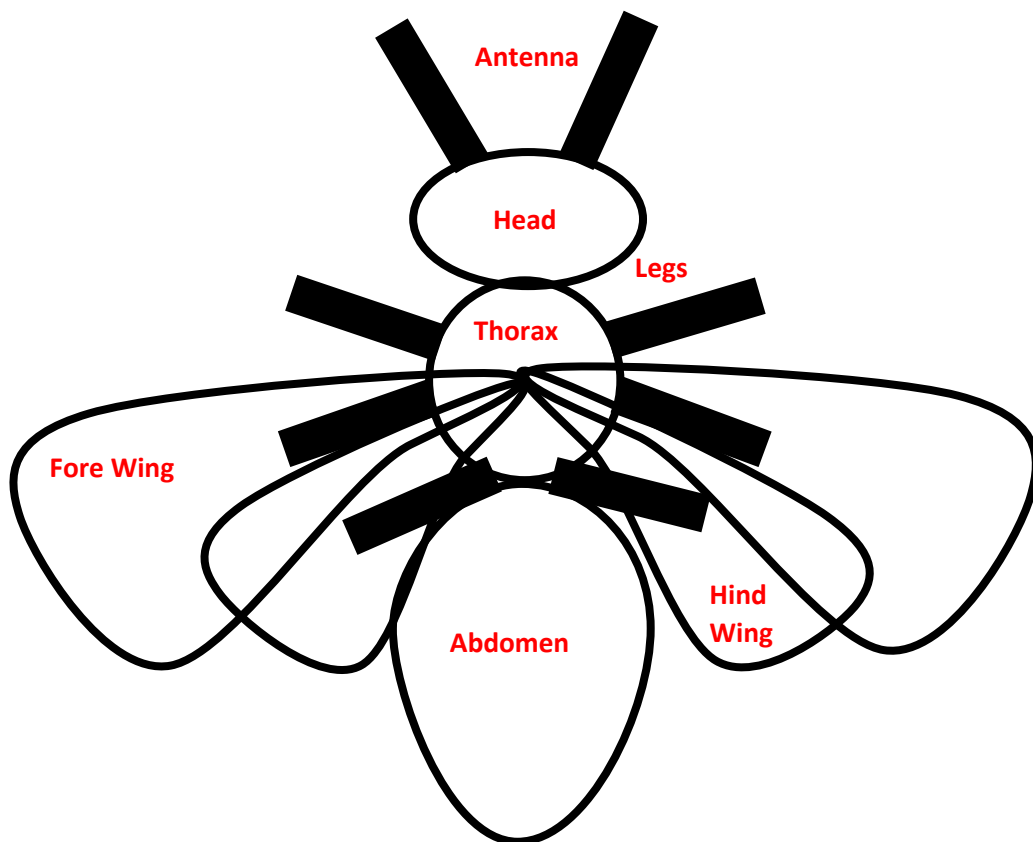


= thorax x1 (You must roll a 5 to make the thorax before you can add the head and legs).



= abdomen x1 (You must roll a 6 first to make the body).

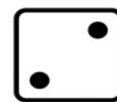
Honey Bee Drive



- Take it in turns to roll the dice and collect natural materials to build a honey bee.
- Teams must throw a 6, to start and to collect material to make the abdomen.
- The other body parts can be collected as indicated below. eg You will need to throw a 1 twice to make both antenna.
- The aim of the game is to be the first team to make a complete honey bee and shout 'HONEY BEE'.
- Total score = 43.



= antenna x2



= wings x4 (x2 fore wings and x2 tiny hind wings).



= legs x6



= head x1 (You must roll a 4 to make the head before you can add the antennae).



= thorax x1 (You must roll a 5 to make the thorax before you can add the head and legs).

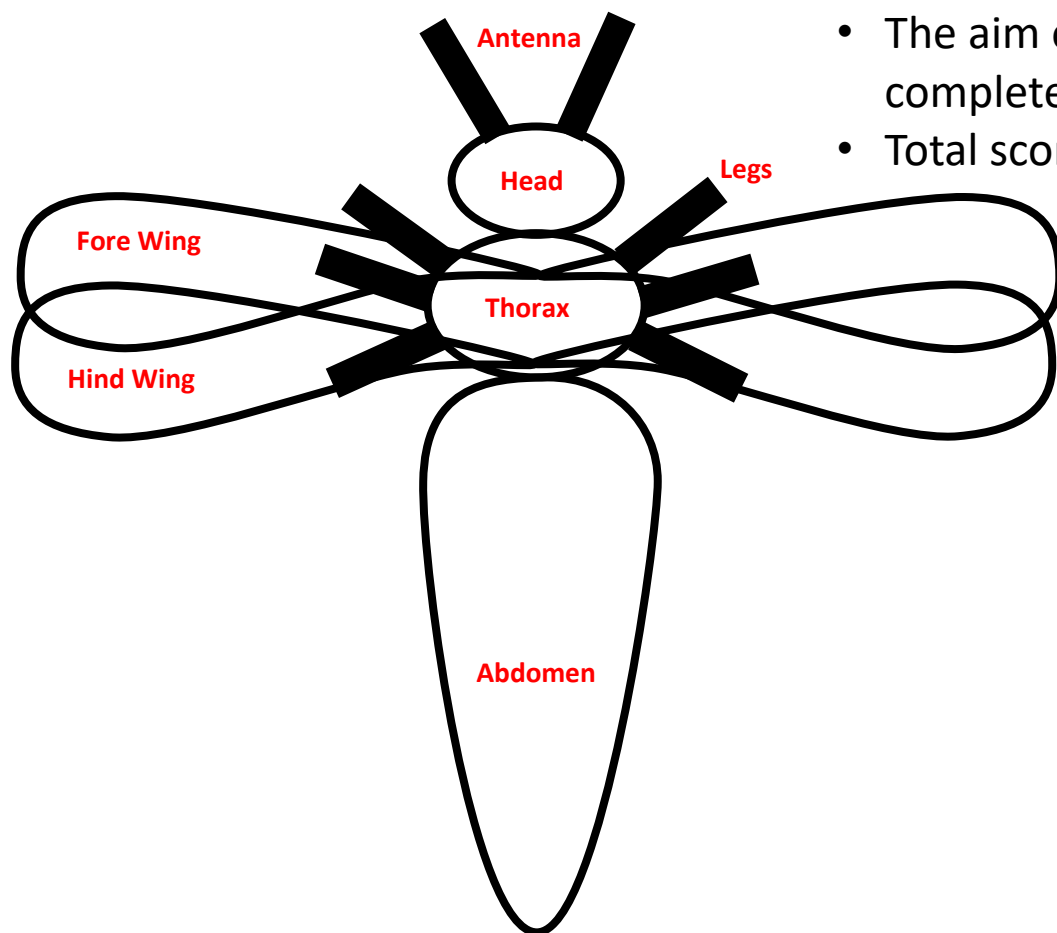


= abdomen x1 (You must roll a 6 first to make the body).

Dragonfly Drive

Finding your feet outside the classroom!

- Take it in turns to roll the dice and collect natural materials to build a dragonfly.
- Teams must throw a 6, to start and to collect material to make the abdomen.
- The other body parts can be collected as indicated below. eg You will need to throw a 1 twice to make both antenna.
- The aim of the game is to be the first team to make a complete dragonfly and shout 'DRAGONFLY'.
- Total score = 43



= antenna x2



= wings x4 (x2 fore wings and x2 hind wings).



= legs x6



= head x1 (You must roll a 4 to make the head before you can add the antennae).



= thorax x1 (You must roll a 5 to make the thorax before you can add the head and legs).



= abdomen x1 (You must roll a 6 first to make the body).