

The Everywhere Bear track game - chance cards and instructions

<p>The poor little fellow Has been painted bright yellow! Miss a go</p>	<p>A sea gull called Solomon Shriek, Picked up the bear in his beak. Go forward 2</p>
<p>A river of rain Whooshed him down a drain. Go forward 3</p>	<p>'Two boxes', said old Mrs Bishop. And she wheeled them away to her fish shop. Go forward 2</p>
<p>The bear with a stripe splashed out of a pipe. Miss a go</p>	<p>A kind lady called Bethany Burke, Picked up the bear on her way to work. Go forward 3</p>
<p>The weather was wet. Jim, Jeff and Jonathan hauled in their net. Go forward 2</p>	<p>Matt gave the cat a cuddle The Everywhere Bear tumbled into a puddle Go back 2</p>
<p>Out of the fish shop And onto the skip. Go back 2</p>	<p>Matt sat on his chair He opened his bag The bear wasn't there! Go back 2</p>
<p>Into a lorry, Off to the tip. Go back 2</p>	

Instructions

A game for two or more players

Before you start:

- Print off the track game. Stick both sides together to make one board with start and finish squares next to each other.
- Print off 2 or 3 copies of the chance cards onto card or paper. Cut out and place in a pile upside down.
- You need a dice and a counter or small shape for each player

To play the game

- Place the cards upside down.
- Take turns to throw the dice. Highest score starts.
- Each player takes turns throwing the dice and moving around the board
- If a player lands on a coloured square take a chance card. Help your child read the cards, looking back at the story if that is helpful to them.
- The player who reaches the finish first wins. If a player lands on the square with the bear picture, they can say:
'He's there it's the Everywhere Bear' and go straight to the finish.
- The first player to reach the end wins.