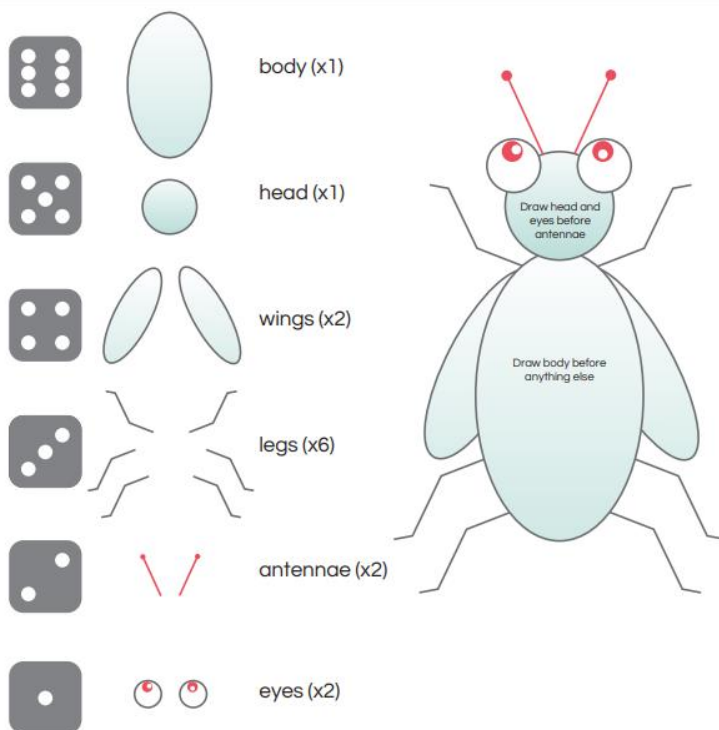


Step-by-step: beetle drive

'Beetle' is quite a simple game of rolling dice and drawing a beetle, it can be played in rounds, individually or in teams of two to four.

- Equipment: Make sure everyone has a pencil and either a dice each or you can share one and provide players with a score sheet (can be plain paper), a set of the rules and a template showing what number they need to throw for each body part.
- Rules: The youngest player rolls the dice first. Play continues in a clockwise direction, with players throwing the dice in turn and drawing body parts of the beetle depending on the number they have thrown. There are a total of 14 body parts to draw. **You must draw the body** before anything else, so you can't start until you throw a **six**. You **must throw a five to draw a head** before you can draw the eyes and antennae.

- Throw a six to draw the body,
- Throw a five to draw the head,
- Throw a four to draw the wings,
- Throw a three to draw each leg,
- Throw a two to draw an antennae,
- Throw a one to draw an eye.



- The first player to draw a complete beetle shouts 'BEETLE!' and scores the maximum 14 points for that round. Everyone else counts up how many body parts they have drawn, and scores **one point per body part**. The person with the highest score per round wins. At the end of the Beetle drive, the winner is the person who has scored the most points from all the games added together. If there is a tie, the players with the same number of points roll a die - the highest number wins. NOTE: Remind players that it doesn't matter what their beetles look like! Go through the rules clearly before you start and ask if anyone has questions.