



R.E Board Game (aka. The Gummi Bear Game)

You need:

R.E. Board Game resource

A packet of gummi bears

Dice

Question cards (Edexcel Unit J or make your own)

Trick question cards mixed up in the pack (see Resource)



Rules

Each person takes turns to throw the dice and move forward that number of spaces.

? Squares: if you land on a "?" square, pick a question to answer. Be careful: there are a few trick questions!

Correct Answer: stay where you are

Incorrect Answer: move back 2 paces. Don't worry about it if you land on a question again - no need to answer it, but if you land on a O, move back another 5 😊

O Squares: if you land on an "O" move back 5 paces, but it doesn't matter what you land on, so don't worry about it if you land on a ? or a O again 😊 😊

Winner : The person who gets to the finishing line first!

Optional Rules For Extra Difficulty/ Maths Prodigies

Each Gummi bear moves in a different way, depending on how heavy/ old/ fit they are, and if they've just had a good meal or not. Decide which bear you are going to be, and move at the pace below for the whole of the game. Will you have the advantage? Who knows!

Green Bear:

If the score is even, -----move 2 paces.

If the score is odd,----- move 3 paces.

Red Bear:

Subtract 1 from the number shown on the die and move that number of paces.

Orange Bear:

If the score is even --- stay still.

If the score is odd --- move 5 paces.

Yellow Bear:

If the score is even --, move 6 paces forward.

If the score is odd,---- move 1 pace backwards.