



In groups of 2-4 players, you will need:

- 1 counter each
- 1 die per group
- a set of question cards provided by your teacher.

How to play

1. Place your counter on a coloured starting space. If playing in pairs, use diagonally opposite spaces.
2. The first player rolls the die. The player to their right takes a question card and reads the question aloud. If the player can answer the question correctly, they move their counter forward the number of spaces shown on the die (clockwise).
3. The player to their left then takes their go, and so on.
4. If you land on another player's counter, you capture it, and that player is out of the game. The winner is the last player to have their counter on the board.

Teaching notes

To play Science chase in groups of two to four, your students will need:

- ❖ One coloured counter each
- ❖ One die
- ❖ One game board
- ❖ A set of questions provided by you, such as questions from one of our resources e.g. Question hunts or Loop games, published by www.teachitscience.co.uk.

You may wish to use other question cards, or you could create your own set by cutting up an existing worksheet.

Ask students to devise their own questions using a pile of keywords and a pile of command words, they pick one of each to use in their question. For different levels of challenge you could provide different command words suitable for each group of students.

Adapting the activity

To make the activity longer or shorter try;

- ❖ giving each player three lives (if their counter is captured, they may place it back on their starting square three times before they are out of the game. They may not capture a counter on their starting square when replacing their counter).
- ❖ adding some 'free roll' squares on the board to effectively remove some squares from the board, meaning counters are more likely to be captured.