



A game for 2-4 players. You will need:

- four counters each (blue, red, green or yellow)
- one die
- one set of questions.

How to play

Place your four counters on your starting circles. You are aiming to move all of your counters clockwise around the circuit, ending on each of your four 'home' squares.

You can only move a counter from a starting circle onto the circuit if you roll a six. If you roll a six, you get another roll.

If you land on another player's counter, you send it back to their starting circle to start the circuit again.

If you land on a question square **Q**, you must answer a science question before you can move that counter on.

The winner is the first to have all four of their counters on their four home squares.

Teaching notes

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

- four counters each
- one die
- one game board
- a set of questions provided by you, such as the **Question hunt** cards published by www.teachitscience.co.uk. Or provide a set of keywords and a set of command words on cards students take one of each and they ask a question which includes both.

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

Adapting the activity

The difficulty is mainly set by which question cards you decide to use. You could also make the game longer or shorter by:

- adding or removing question spaces
- playing with only two or three counters instead of four
- answering a question to move from a starting circle onto the circuit, instead of rolling a six.

Note that a game with four players is typically longer than a game with two players, as counters are sent back to the starting circles more often.