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Snails Pace Race [3 years-Grade K]

Regents' Center for Early Developmental Education

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Notes Concerning *Snail's Pace Race*

Level: Beginner (pre-K)

Recommended # of players: 2-4

Materials: 1 *Snail's Pace Race* game board, 6 colored wooden snails, 1 color-dot die (or 2 dice, see notes)

Relationships: Turn taking, one-to-one correspondence, ordinal numbers (first, second, third, last)

Notes:

This is a very simple game that serves as a good introduction to game playing for children as young as 3 years of age.

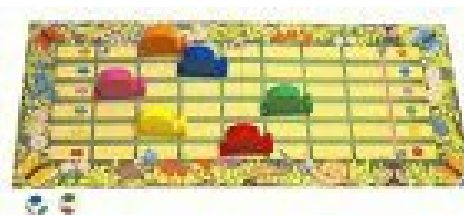
Children do not win or lose this game; snails do. Children often enjoy predicting which snail will get to the end first.

Teachers can use ordinal numbers (first, second, third, etc.) in talking with children about the snails' progress in the game.

This game helps children learn the basics of game playing such as taking turns and following simple rules. Each snail moves only one space at a time. This can help combat the common error that young children often make in path games in which they count the space they start on as "one" and therefore always end up moving one fewer spaces than the number they rolled.

To make the game slightly more challenging, children can use 2 dice. Moves would then involve either moving 2 snails 1 space each, or 1 snail 2 spaces (in the case of rolling 2 of the same color dots). This would give children experience moving more than 1 space on a move.

Snail's Pace Race is made by Ravensburger.



Snail's Pace Race

(2-6 players)

Materials: 1 *Snail's Pace Race* game board, 6 wooden snails in 6 colors, 1 color-dot die

Object: Guess which snail will be the first to cross the finish line and which will be the last to cross the finish line.

To Play:

1. Players place each of the 6 snails on the starting space (marked with an arrow) of the same color as the snail. No matter how many players play, all 6 snails are used.
2. Players decide who goes first.
3. Players take turns rolling the die. Players move the snail with the same color one space along the same colored path. For example, if a player rolls a green, the green snail moves one space on the green path. After moving the snail, the player's turn is over and the next player rolls.
4. Players try to guess which snail will cross the finish line first and which snail will cross the finish line last.

Snail's Pace Race

(2-6 players)

Materials: 1 *Snail's Pace Race* gameboard, 6 wooden snails in 6 colors, 2 color-dot dice

Object: Guess which snail will be the first to cross the finish line and which will be the last to cross the finish line.

To Play:

1. Players place each of the 6 snails on the starting space (marked with an arrow) of the same color as the snail. No matter how many players play, all 6 snails are used.
2. Players decide who goes first.
3. Players take turns rolling the dice. Players move the snails with the same color one space along the same colored path. For example, if a player rolls a green and a blue, the green snail moves one space on the green path and the blue snail moves one space on the blue path. If a player rolls 2 dots of the same color, the player moves that snail 2 spaces. After moving the snail, the player's turn is over and the next player rolls.
4. Players try to guess which snail will cross the finish line first and which snail will cross the finish line last.