

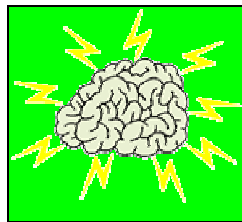
Mad Scientist

Directions: Use Avery business cards to create game cards. Download the [Avery Template for Word software](http://www.avery.com/us/software/jcc/) online (<http://www.avery.com/us/software/jcc/>) Players roll the die, take a card, answer the question correctly and move the number of dots on the die. First player to reach the end of the game wins. Continue playing to find out who comes in second, third, and fourth place.

Ideas for game cards:

- Reading vocabulary words
- Science vocabulary words
- Social Studies vocabulary words
- Parts of speech
- Phonic sounds
- Proper/common nouns
- Singular/plural words
- Story comprehension questions
- Math facts
- Telling Time
- Punctuation marks

Game Tokens:



START

**Make a great observation
Go ahead 2 spaces**

**Hypothesis correct
Take Shortcut Pass**

**Discovered new law
Take an extra turn**

**Beaker breaks
Go back 2 spaces**

**Lab explosion
Miss one turn**

**Go ahead 2 spaces
great research**

**Temporary insanity
Go back 2 spaces**

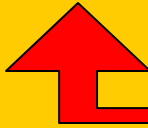
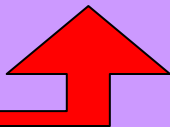
END

**Poor lab safety
Miss one turn**

**Incorrect hypothesis
Go back 2 spaces**

**Take the Shortcut
Pass
To a science conference**

**Lab accident
lose a turn**



Mad Scientist

**Found a new type of cell
Go ahead 2 spaces**

**Won Nobel prize
Take an extra turn**