

# Water Transportation Game

This board game gets children to move their counters along the roots, up the stem and to the leaves and flowers, the same way that water moves through a plant. The board is best printed at A3 size if possible.

## How to Play:

**Aim:** the winner is the first person with 1 water counter on each leaf and 1 on the flower.

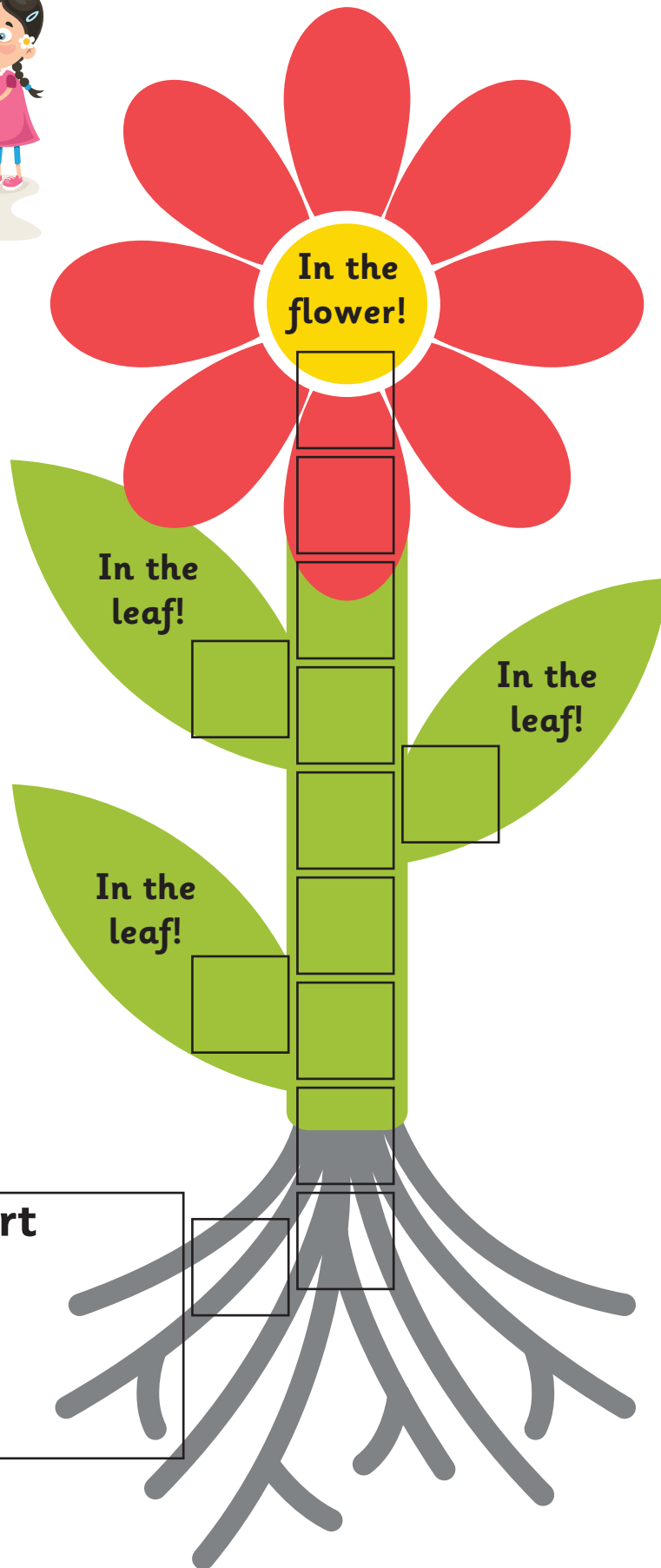
1. Set up the board with 4 water counters per player on the start square.
2. One player rolls the dice.
  - If they get a 6 they 'unlock' one water counter, they then roll again and move that water counter the number of spaces shown on the dice.
  - If they get any other number, the dice goes to the next player. This player repeats the process.
3. When a water counter is already unlocked, it can be moved the number of spaces shown on the dice.
4. Whenever a 6 is rolled a new water counter can be 'unlocked' OR the player can move any water counter 6 spaces and have another roll.
5. When a water counter reaches a leaf or the flower it is 'home'. (The exact number needed to get to a leaf or the flower must be rolled.) A new counter will need to be in play for that player to be able to move any pieces on their next round.

The **winner** is the first person with **1 water counter on each leaf and 1 on the flower**.

## Equipment needed:

- Dice
- 4 water counters per player – these can be printed off or they can be maths counters.

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# Counters

These are best printed and stuck onto card:

