

This game is intended to reinforce knowledge of the human skeleton by playing a game similar to old fashioned 'Beetle'. Each player has a set of pieces to make up a skeleton and players take turn throwing dice to fit the skeleton together.

- You will need a skeleton for each child, or group of children, who are going to be taking part.
- Cut out the pieces of skeleton (either along the black lines or more closely around the bones).
- You could consider printing the skeleton onto card or laminating the pieces to make them more robust.
- Generally groups of about four players work well in a single game and keep the play going at a sensible rate.
- You will need dice—one for each game.
- If you print the file onto two sides, the names of the bones will be on the back of the images.



Sones Skeleton Secrets





## • THE LEG BONE'S

• Take turns throwing the die to put together your skeleton – the first one to complete the skeleton correctly wins.

of the Animal World

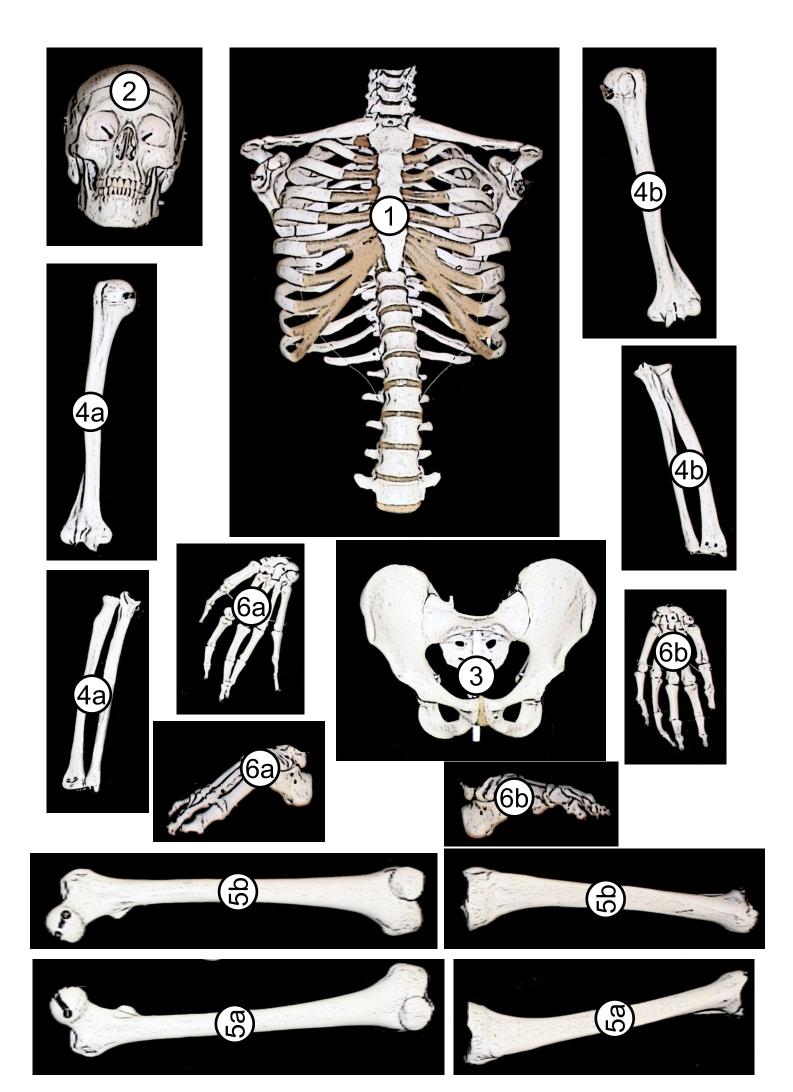
- To start, you need to throw a 1 to get the spine and ribs. After that, you need to throw the correct numbers to add the other bones onto it.
- Remember that all the bones must be connected to each other – so you can't add the leg until you have the pelvis, or add a foot until the leg is there waiting for it.

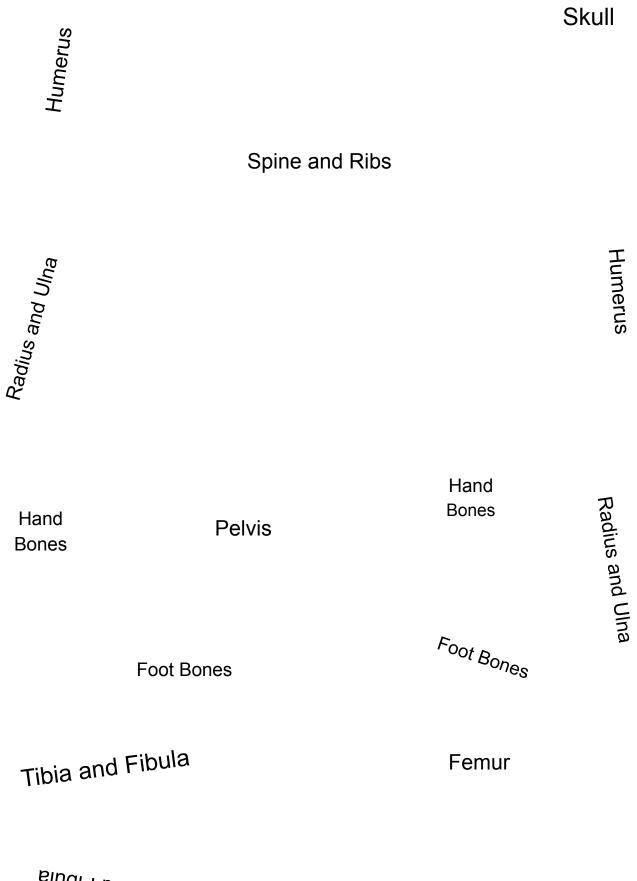


• If you throw a number which relates to more than one bone, you only get one of them for that throw and will need to throw this number again to get the others on future turns.

## Pieces:

- 1: spine and ribs
- 2: skull
- 3: pelvis
- 4: arm bones (2 x right and 2 x left, marked 'a' and 'b')
- 5: leg bones (2 x right and 2 x left, marked 'a' and 'b')
- 6: hand and foot bones (left and right of each, marked 'a' and 'b')





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