

# ★ CATCH THE STARS 1 TO 6 ★

**Age range:** Pre-Kindergarten +

**Number of players:** 1-3

**Learning:**

- Count the spots on the dice from 1 to 6.
- Learn to recognise numbers from 1 to 6.

**You will need**

- 10 counters in different colors (one color per player)
- One dice

**Instructions**

- Take turns to throw the die.
- Cover up a star on the board with a counter that matches the number you threw. You have caught this star!
- If the number is already covered up on all the stars, give the dice to the next player.
- The game finishes when the last star is covered up. The winner is the player who has covered (or 'caught') the most stars.

**Example**

- If you roll a 3, you could cover up any star that has a 3 in it.

**Variations**

- Cover up any number of stars that add up to your dice number. For example, if you roll a 5, you could cover up a 4 and a 1.
- If you are playing this game on your own, see how many goes (or how long) it takes to complete it.

*Alternative winning strategy:*

- The first player to collect three stars in a row is the winner.

# CATCH THE STARS

★ 1 TO 6 ★

Captain Salamander has asked you to catch as many stars as you can for him to put in his rocket. The player who catches the most stars is the winner!

