



TELLING DIRECTION BOARD GAME

HOW TO PLAY:

Roll the Die

On your turn, roll the die and move your token forward the number of spaces shown on the die.

Land on a Landmark

When you land on a new location describe the directions from your previous location to your current one.

Use the map to describe the directions.



GO
←

THE MAP

Use the map to describe the directions.



PLACES

- | | |
|------------------|-------------------|
| 1. Waterfall | 5. Mountain |
| 2. Mermaid Lake | 6. Pirate Castle |
| 3. Forest | 7. Monster Lake |
| 4. Small Village | 8. Tribal Village |

INSTRUCTIONS

HOW TO PLAY:

Roll the Die

On your turn, roll the die and move your token forward the number of spaces shown on the die.

Land on a Landmark

When you land on a new location describe the directions from your previous location to your current one. Use the following vocabulary:

- Go straight
- Turn left
- Turn right
- Go through
- Cross
- Climb up

Example:

If you moved from the Forest to the Mountain, you might say:

"To reach the mountain from the forest, cross the bridge and turn right."

Use the map to describe the directions.

Special Rules

- Correct Descriptions: If your description matches the path on the map, your turn ends.
- Incorrect Descriptions: If your description is wrong, move back one space and try again on your next turn.
- The first player to visit all landmarks wins the game.

Use these characters as the game tokens.

