

Jump the Tracks! Game

For 2 or more players. This is a fun game that can be used with any skill cards for review. This particular version of the game has cards that review simple addition, telling time on the hour, half hour and 15 minutes, and counting money. You could even use cards from other games that you may have.

Object of the Game:

The object is to be the first player to get from the Locomotive (start) to the Caboose (finish), and to avoid picking an "I Jumped the Tracks!" card from the pile.

Game Pieces:

Print the "jump-start" and "jump-finish" and glue them on two halves of a file folder. Cover with clear contact paper or have it laminated. Print the following skill cards: skillcardsadd, skillcardsclocks, skillcardsmoney, and skillcardsjump onto card stock. Cover with clear contact paper (or have them laminated) and cut the cards apart. You should then have 10 each of the addition, clocks and money, and 10 of the "I Jumped the Tracks!" cards.

Playing pieces can be different color buttons, fun shaped erasers, different types of dried beans, different color bingo-type chips, coins or whatever you can find handy.

How to Play:

Shuffle the skill cards and the "I Jumped the Tracks!" cards together. Place them face down.

Decide who will go first. Play continues to the left. First player picks a card from the card pile. If he/she can correctly answer the problem on the card, he/she moves ahead 1 space. Each player on his/her turn has the option to stop picking from the card pile (to avoid picking an "I Jumped the Tracks!" card). That player's turn continues until:

1. He/she cannot correctly answer the problem on the skill card, at which time his/her turn ends. OR
2. He/she draws an "I Jumped the Tracks!" card from the skill card pile, at which time that player moves his/her playing piece back to the closest previous "Tracks Out of Service" space, and the turn ends. OR
3. The player chooses to stop and pick no further skill cards on this turn.

The next player then picks a card and continues in the same manner. Play continues until someone reaches the finish.

Variation: Instead of moving 1 space per turn, a die can be made with a "Tracks Out of Service" on one side and a "1" on two sides, a "2" on two sides, and a "3" on the last remaining side of the die. Or, you can use a game spinner with numbers. (I would suggest no higher than 6).

Have fun!!