

Color Tracks Game

For 2 or more players. This is a fun game that can be used with any skill cards for review, but does require a spinner with numbers.

Object of the Game :

The object is to be the first player to get from the Locomotive (start) to the RRxing Sign (finish).

Game Pieces:

Print both halves of the game board and glue them onto a file folder. Cover with clear contact paper or have it laminated.

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 place them face down.

Decide who will go first. Play continues to the right. First player spins the spinner and then picks a card from the pile. If he/she can correctly answer the problem on the card, the playing piece is moved the number of spaces on the spinner. If the player lands on a colored section of track, he/she simply follows the instructions on that space. If a "color tracks" card is drawn, the player will move directly to the colored track on the board that coincides with the color on the spinner, whether it means moving forward or back, and then follow the instructions on that space. Play continues until someone reaches the finish.

Colored Tracks:

Orange	Move forward 3 spaces.
Green	Take the shortcut, go straight 2 spaces. This is a shorter distance to the finish.
Red	Take the scenic route, go straight 2 spaces. This takes you around the "loop" again before getting to the finish.
Yellow	Take an extra turn.
Blue	Go back 2 spaces.
Purple	Lose 1 turn.

Variation: This game can be played without the playing cards and using just the spinner (or a die, if you have one). The players move the number of spaces indicated on the spinner, and if they land on a colored track, they simply follow the instructions for that particular space. The first player to get from the locomotive to the RR crossing sign wins.

Have fun!!

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