NAUGHTY BUS TRACK GAME



Go round the board. Collect a story card when you land on a bus.

NAUGHTY BUS TRACK GAME

This game is designed to encourage children to develop a growing acquaintance with the book and make the story their own through playing and talking together. Each collecting board contains enough information for a story to be told but all four collecting boards tell the complete account.

I have provided the cards in two formats with and without text. I have also provided a game board without buses so you can decide how many to put on your board. Until we have piloted this we won't know the best number for the best game.

The story cards can of course be used as prompts for the oral telling of the story. If, for instance, sixteen children all get a card then they can take turns to tell their bit of the story.

Equipment:

A copy or two of Naughty Bus.

A Game Board enlarged to A3.

Four Collecting Boards.

A set of Story Cards: cut up and spread out on the table face up.

How to Play:

Two to four players can play the game. Every player has a Collecting Board. Players take turns to throw the die and move their counters from START. They can move in any direction but cannot change direction in the middle of a throw. When a player lands on a bus they can take a card to fit on their collecting board. The first player to fill their board is the winner

NAUGHTY BUS story cards





IT'S A BUS!



THE BUILDINGS ARE TALL.



THE BUS STOP





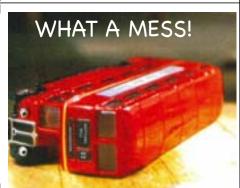






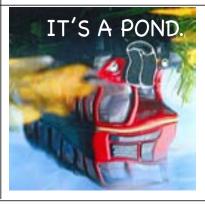












NAUGHTY BUS story cards



NAUGHTY BUS story cards - no text



NAUGHTY BUS story cards - no text



NAUGHTY BUS COLLECTING BOARD 1



NAUGHTY BUS COLLECTING BOARD 2



NAUGHTY BUS COLLECTING BOARD 3



NAUGHTY BUS COLLECTING BOARD 4





