

Board games and more to complement Habakkuk Educational Materials' Bible, reading, language, math, science, and social studies materials

Color Path Gameboard

Directions: Reproduce the "Color Path Gameboard" on white cardstock. Instructions for preparing the spinners and optional directions for using the gameboard are provided on the following page.

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SNAKES AND LADDERS GAME

A 10x10 grid numbered 1 to 100. The board features several snakes and ladders. To the left of the board are illustrations of three dice and a spinner with four colored sections (red, green, blue, yellow).

Shapes Path Gameboard

Directions: Reproduce this game on white cardstock. Prepare the spinner by putting a brad through the end of a paperclip and pushing it through the middle of the spinner. Turn the gameboard over to fasten the brad to the back. A student draws a word or question card. If he reads the word or answers the question correctly, let him spin the spinner, identify the shape word it lands on, and then move his playing piece to the nearest space with the corresponding shape on the path.

The gameboard consists of a path of 10 spaces, each containing a different geometric shape. The path starts at a blue triangle labeled 'START' and ends at a yellow square labeled 'FINISH'. To the right of the path is a circular spinner divided into six sections, each labeled with a shape: pentagon, hexagon, trapezoid, octagon, square, and triangle.

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BOARD GAMES AND MORE

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Using Board Games with Habakkuk Educational Materials

Computer-Based Tests

Computer-based tests are available to complement many of the books offered by Habakkuk Educational Materials. The tests can be used in correspondence with various board games that have a pathway from start to finish. Students playing the game would answer one of the questions (most of which are multiple choice), and if the computer confirms that the answer is correct, the student could either move forward one space on the board or could roll a die or spin a spinner and move his or her playing piece the corresponding number of spaces on the path.

When King George III rejected the Olive Branch Petition, the colonists declared that they were no longer ruled by Great Britain but were an independent country. In what document did they record their reasons for this decision?

- Bill of Rights
- United States Constitution
- Declaration of Independence
- Articles of Confederation

Submit

😊 Good Work Coupon 😊

This coupon entitles _____

to _____.

Expiration date: _____

😊 Good Work Coupon 😊

This coupon entitles _____

to _____.

Expiration date: _____

😊 Good Work Coupon 😊

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to _____.

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😊 Good Work Coupon 😊

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to _____.

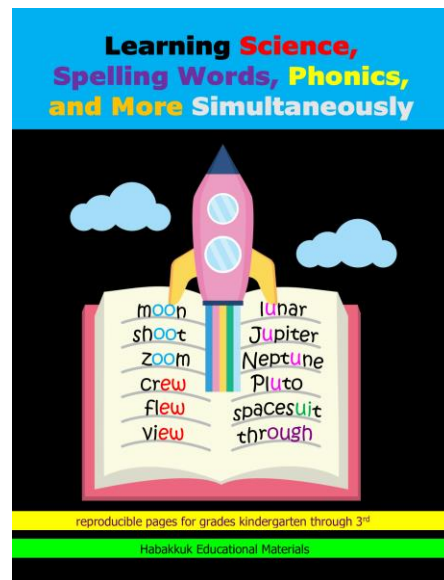
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Thematic Units Game



Instructions for preparing the “Thematic Units Game” and the unit question cards that go with the game are provided in both books listed below.

- *Learning **Social Studies**, Spelling Words, Phonics, and More Simultaneously* and
- *Learning **Science**, Spelling Words, Phonics, and More Simultaneously*



Thematic

Units

Game

Seasons and Other Science Themes



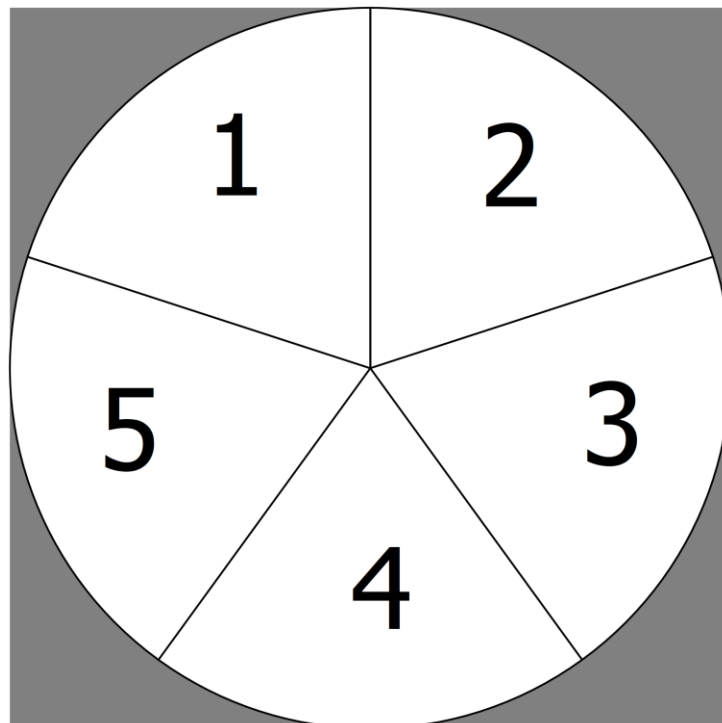
Holidays and Other Social Studies Themes



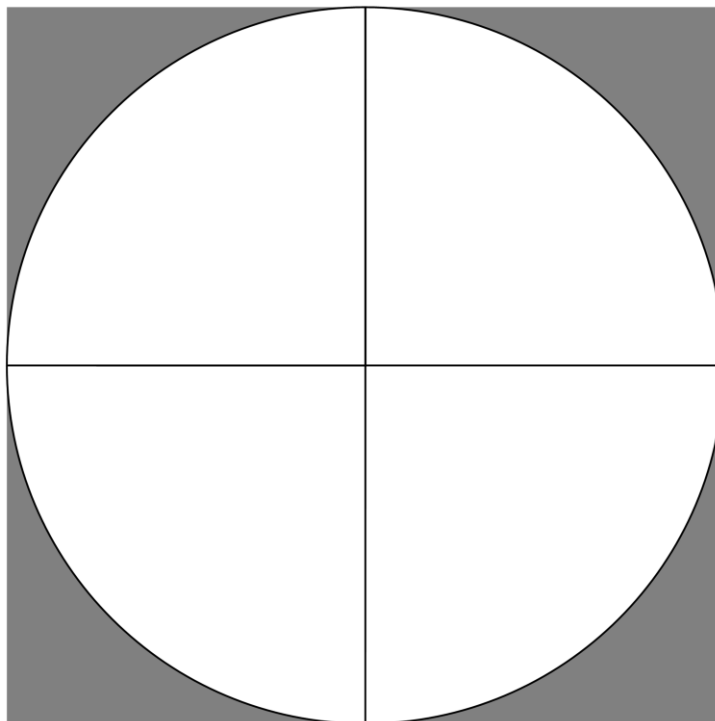
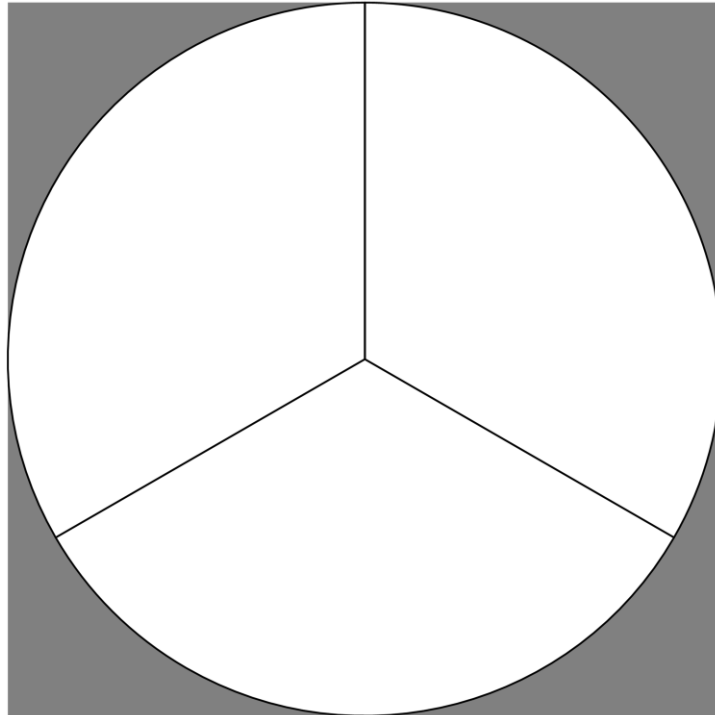
Animal Themes



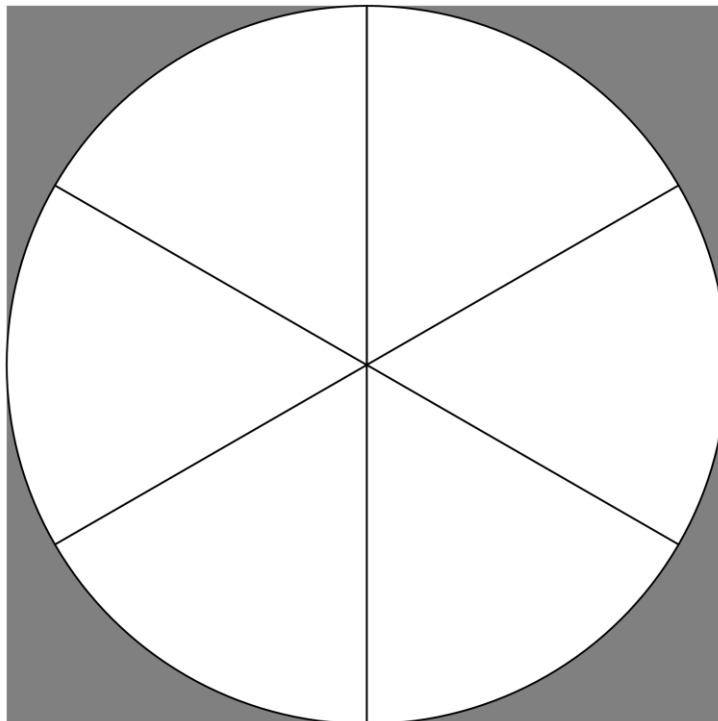
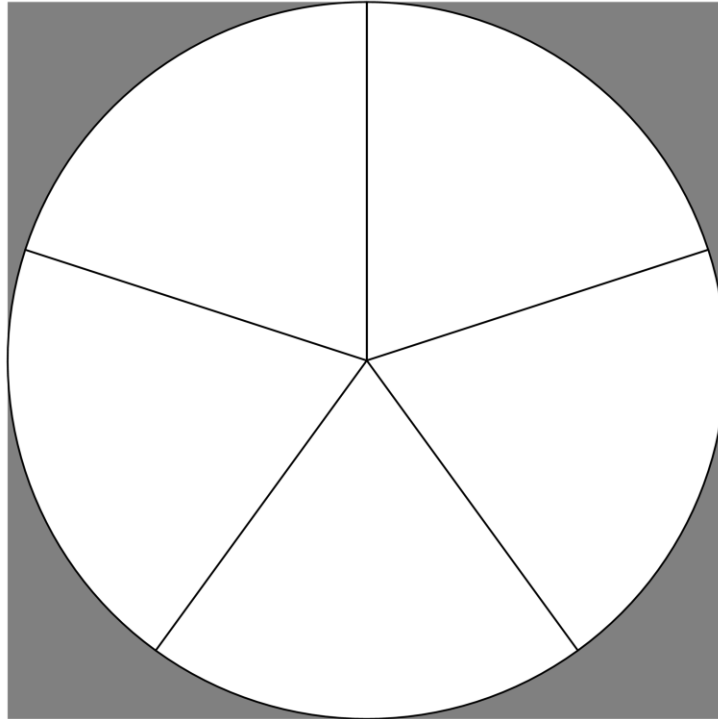
Instructions for preparing the spinners: To prepare the spinners, you will need brads and large paperclips. Reproduce the spinners on cardstock and cut apart. Put a brad through the end of a paperclip and push it through the middle of the spinner. Turn the spinner over to fasten the brad to the back. Students will spin the paperclips.

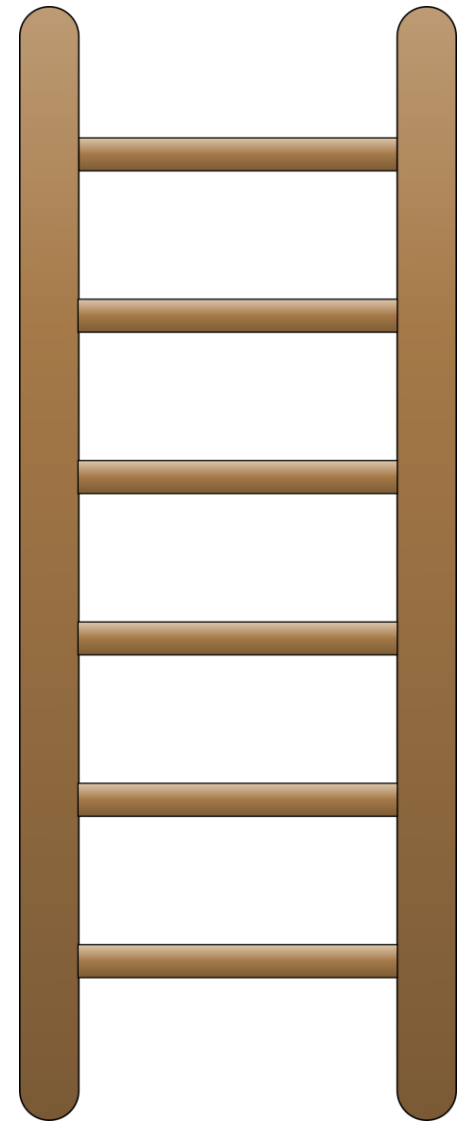
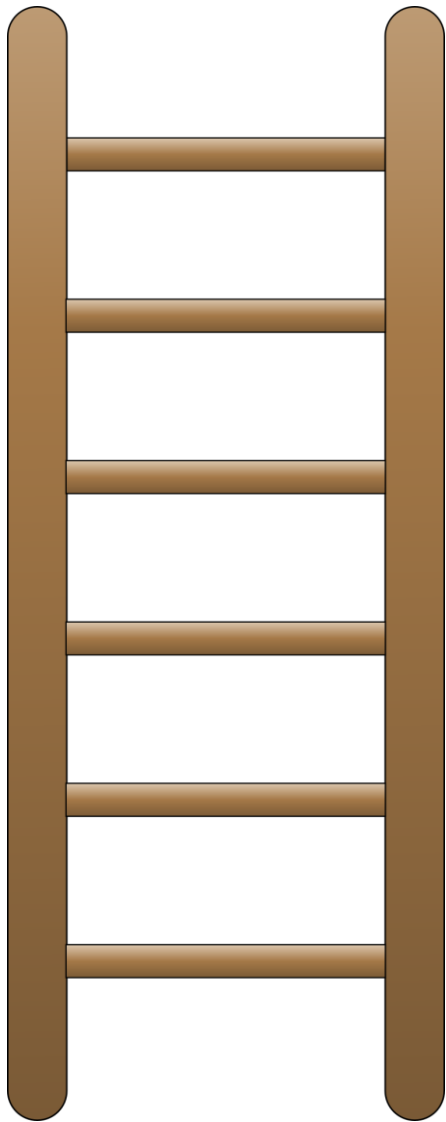


Instructions for preparing the spinners: To prepare the spinners, you will need brads and large paperclips. Reproduce the spinners on cardstock and cut apart. Put a brad through the end of a paperclip and push it through the middle of the spinner. Turn the spinner over to fasten the brad to the back. Students will spin the paperclips.



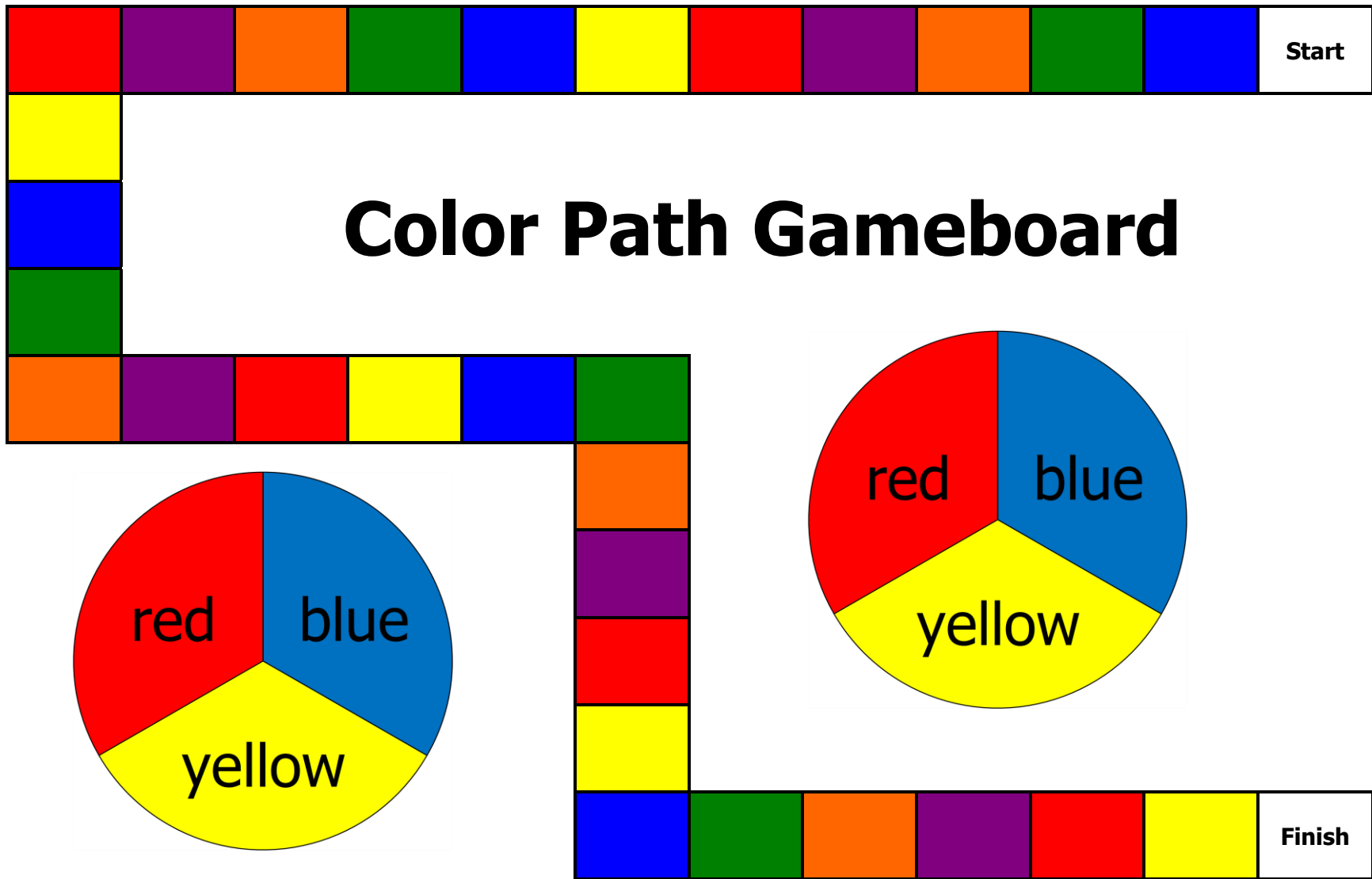
Instructions for preparing the spinners: To prepare the spinners, you will need brads and large paperclips. Reproduce the spinners on cardstock and cut apart. Put a brad through the end of a paperclip and push it through the middle of the spinner. Turn the spinner over to fasten the brad to the back. Students will spin the paperclips.





Jacob's Ladder Game: Move your playing piece up one step for each correct answer or back one space for each incorrect response. The first team or player to reach the top of the ladder is the winner.

Tic-Tac-Toe



Color Path Gameboard

Directions: Reproduce the "Color Path Gameboard" on white cardstock. Instructions for preparing the spinners and optional directions for using the gameboard are provided on the following page.

Instructions for preparing the spinners: To prepare the spinners, you will need brads and large paperclips. Reproduce the spinners on cardstock. Put a brad through the end of a paperclip and push it through the middle of the spinner. Turn the spinner over to fasten the brad to the back. Students will spin the paperclips.

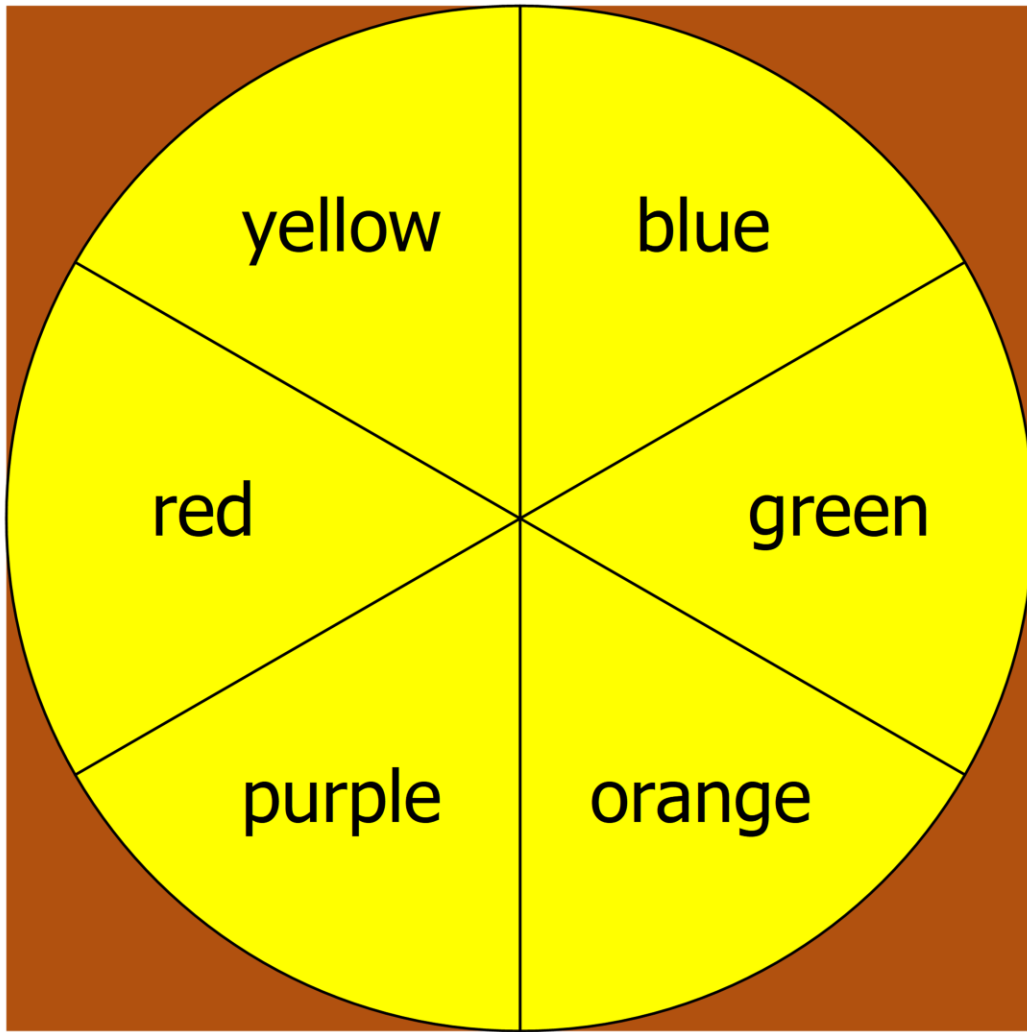
Option 1 (Matching Colors): Purchase a color cube with the colors blue, red, yellow, green, purple, and orange. A student draws a word or question card. If he reads the word or answers the question correctly, let him roll the color cube and move his playing piece to the nearest space with that color on the path.

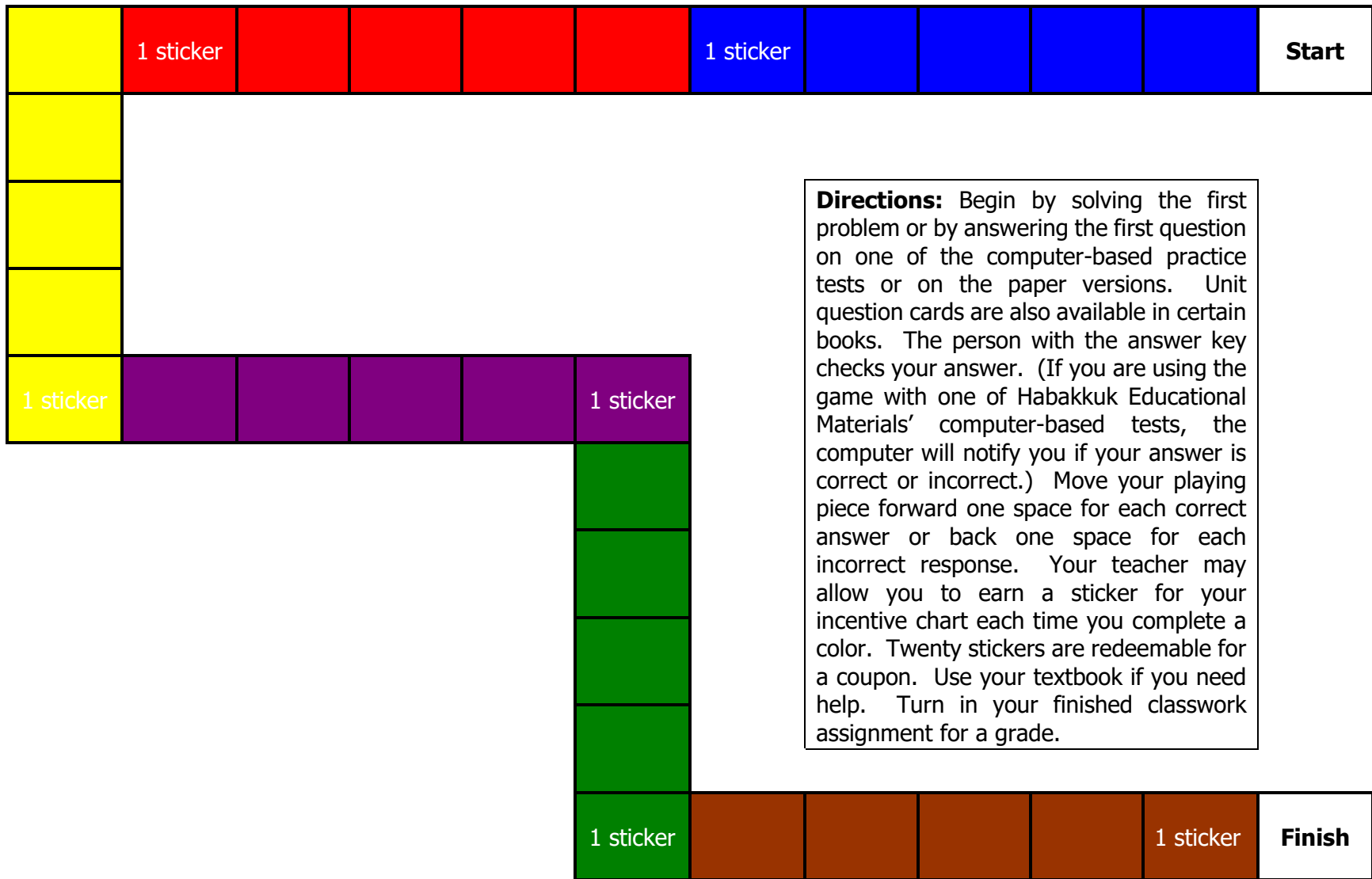
If you are working with a large group of students, you may want to divide them into teams and let them receive help from their team members when necessary.) A card that has been answered incorrectly can be returned to the stack after the teacher has specified the correct answer.

Option 2 (Matching Color Words with Colors): A reproducible spinner having the color names is available on the following page. A student draws a word or question card. If he reads the word or answers the question correctly, let him spin the spinner, identify the color word that the spinner lands on, and then move his team's playing piece to the nearest space with that color on the path.

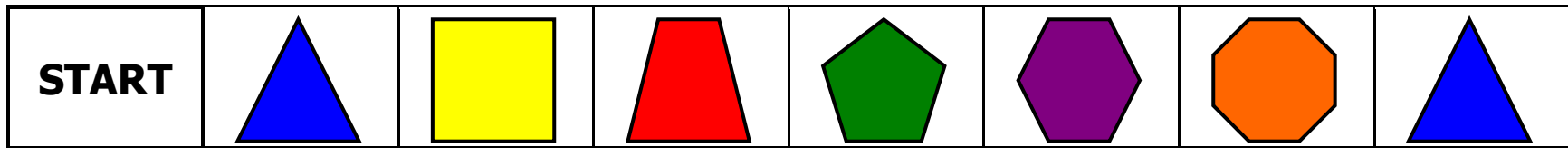
Option 3 (Primary and Secondary Colors): The colors on the path are the primary and secondary colors. A student draws a word or question card. If he reads the word or answers the question correctly, let him spin both spinners with the primary colors (red, blue, and yellow). If one spinner lands on blue and the other spinner lands on yellow, the child moves his team's playing piece to the nearest green space because blue and yellow make green. See the complete guidelines below.

- **blue + yellow:** Move to the nearest green space.
- **blue + red:** Move to the nearest purple space.
- **red + yellow:** Move to the nearest orange space.
- **blue + blue:** Move to the nearest blue space.
- **red + red:** Move to the nearest red space.
- **yellow + yellow:** Move to the nearest yellow space.

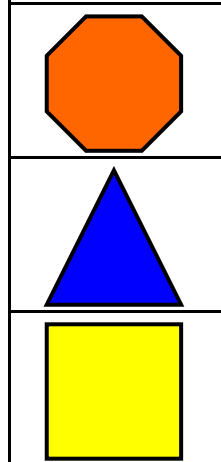
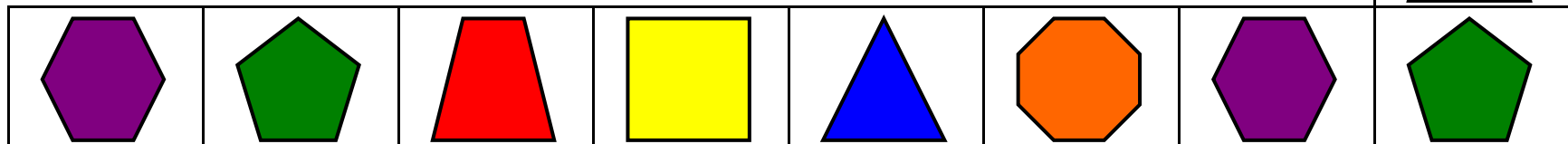
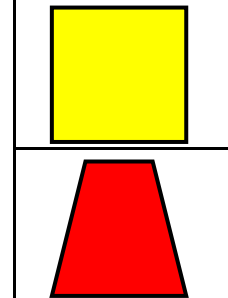




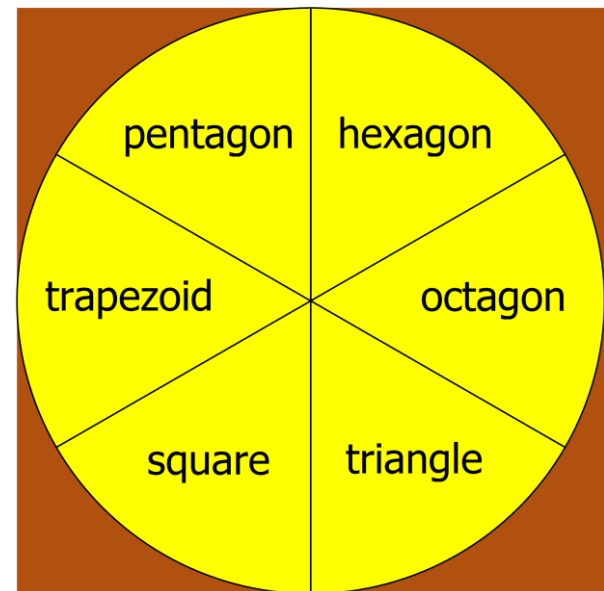
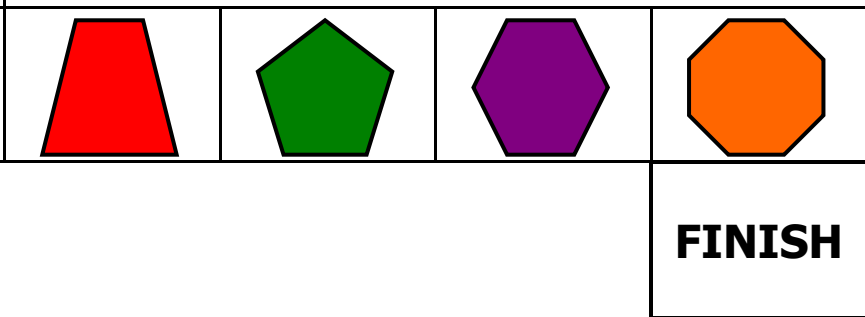
Directions: Begin by solving the first problem or by answering the first question on one of the computer-based practice tests or on the paper versions. Unit question cards are also available in certain books. The person with the answer key checks your answer. (If you are using the game with one of Habakkuk Educational Materials' computer-based tests, the computer will notify you if your answer is correct or incorrect.) Move your playing piece forward one space for each correct answer or back one space for each incorrect response. Your teacher may allow you to earn a sticker for your incentive chart each time you complete a color. Twenty stickers are redeemable for a coupon. Use your textbook if you need help. Turn in your finished classwork assignment for a grade.



Shapes Path Gameboard



Directions: Reproduce this game on white cardstock. Prepare the spinner by putting a brad through the end of a paperclip and pushing it through the middle of the spinner. Turn the gameboard over to fasten the brad to the back. A student draws a word or question card. If he reads the word or answers the question correctly, let him spin the spinner, identify the shape word it lands on, and then move his playing piece to the nearest space with the corresponding shape on the path.









AFRICA ANIMALS & FLORA



SNAKES AND LADDERS GAME

The board consists of a 10x10 grid of squares, numbered 1 to 100. The numbers are arranged in descending order from top-left to bottom-right. The board is decorated with four snakes and four ladders.

100	99	98	97	96	95	94	93	92	91
81	82	83	84	85	86	87	88	89	90
80	79	78	77	76	75	74	73	72	71
61	62	63	64	65	66	67	68	69	70
60	59	58	57	56	55	54	53	52	51
41	42	43	44	45	46	47	48	49	50
40	39	38	37	36	35	34	33	32	31
21	22	23	24	25	26	27	28	29	30
20	19	18	17	16	15	14	13	12	11
1	2	3	4	5	6	7	8	9	10

Snakes and Ladders:

- Snake 1: Green, head at 82, tail at 81.
- Snake 2: White, head at 85, tail at 84.
- Snake 3: Red, head at 89, tail at 88.
- Snake 4: Red, head at 27, tail at 26.
- Ladder 1: Connects 38 to 64.
- Ladder 2: Connects 43 to 79.
- Ladder 3: Connects 63 to 94.
- Ladder 4: Connects 72 to 90.