Insect Dice Game

Materials:

Two dice and either drawing materials or clay/playdough for each player.

Directions:

Roll two dice. The number they add up to determines what part to add to your insect drawing or sculpture. The first player to get all the parts that all insects have wins! Your insect needs 1 head, 1 abdomen, 1 thorax, 2 antennae, 2 eyes, 1 mouth, and 6 legs. Some insects also have wings, horns, lights or stingers, so some rolls will be for those body parts.

2: horns

4: abdomen

6: one antenna

8: leg

10: thorax

12: light or stinger

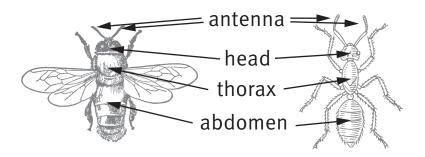
3: mouth

5: head

7: leq

9: eye

11: wings





You can make your insect spiky like this dragon-headed katydid.











Your insect could have fuzzy legs like an American burying beetle.





Will you give your insect wings like a monarch butterfly?

