

On Safari



Oh no! While taking a photo of a zebra, your tour guide on safari left you and some of your friends behind. Can you be the first to find your tour guide ON SAFARI?

Object: To be the first player to find the tour guide “ON SAFARI”

Number of players: 2 - 4

Materials: Tour guide game board, 8 letters for the tour guide (O-N, S-A-F-A-R-I), player game board sheets (reproducible), pencils, a pair of number cubes

How to Play: Players roll the number cubes to determine who gets to be the tour guide first. Multiply the number on each cube. The player with the highest product gets to be the tour guide first. The remaining players then roll again to determine who goes first. Play goes in a clockwise direction after the first player takes their turn.

The tour guide hides the letter squares on the tour guide game board spelling the words “O-N” and “S-A-F-A-R-I” separately either horizontally or vertically. The tour guide must be careful not to let the other players see the location of the letters. Players then take turns guessing “locations” trying to find their tour guide ON SAFARI. For example, a student may guess $7 \times 3 = 21$ and say it out loud. The players find the location for 7×3 (7 over and 3 up) and write the number 21 in that square. The tour guide will either say “ON SAFARI” if the player found one of the letters he hid or “IN THE WATER” if they missed. When a player thinks they have guessed the location of all the letters ON SAFARI, he or she may want to guess the location. They must call out all of the multiplication fact problems and their answers that correctly indicate the location of the letters. The tour guide will check the answers and determine if he or she is correct and therefore the winner!