

Cliff Hanger Hiking

A Generic Trail Game Teachers May Find Useful to Combine With Any Teaching Exercise That Needs Some Encouraging Interest.

Directions:

Print out and laminate the game board as well as the Good Luck - Bad Luck Cards. Put the blank cards to the side until you or your student thinks of a good idea to include. If you write the new idea with a dry erase pen, you can easily change it for another game with another student.

Place the cards to the side of the playing board, and put a marker or "man" for each student at the start of the trail in the lower left corner.

After each learning task, such as dividing three words in syllables or adding a suffix to a word, or giving a synonym and antonym for a word, a turn may be taken.

In each turn, roll a die, and move forward the number of squares shown on the die.







If a player's marker lands on a square with a plus or minus sign followed by a number, his or her marker must move forward or backward the number of squares indicated.

If a marker lands on a loop at the bottom of a rope, it must shinny up to the top. If a player's marker lands at the top of a rope, however, it must slide down to the square at the bottom of the rope.

If a player lands on a Card stop, a card is drawn from the pile and its direction is followed.

The first player to reach the flag at the top of the mountain or the one to be the farthest along the trail when time is up is the winner.

Sample Good Luck –Bad Luck cards for “Card Stops” plus three blanks for students to make up their own!

	Race a rabbit; run ahead three! 	 Run from A bear! Race ahead five!
 Time-out to paint, skip a turn.		 Renewed energy after a snack; zoom ahead 3.
Go off the trail to see a moose; go back 3. 	Follow the dog's short cut; go ahead four! 	

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