



Project OspreyTrack

A project of the Squam Lakes Natural Science Center funded by:
3M Eco Grant, Eversource, and Jane B. Cook 1983 Charitable Trust

S5 – Osprey Dice Game

Teacher Notes

A simple game for young children who are learning to count and sequence.

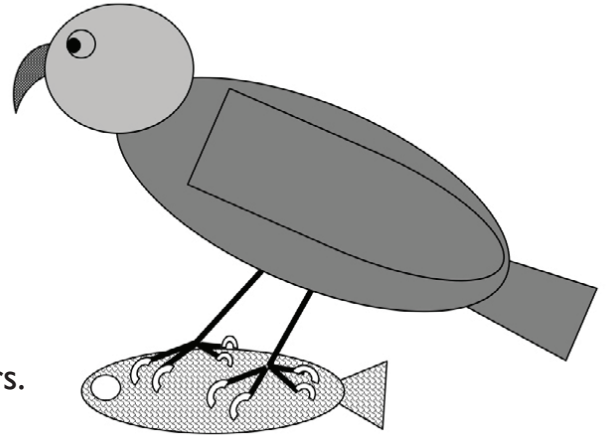
However it will also be enjoyed by much older pupils as a fun activity.

Materials Needed:

Paper and pencil for each pupil

Dice and a pot in which to shake it, for each group of players.

Any number can play but 4–6 is a good group size.



Method of Play:

1. Each player has a piece of paper and a pencil with which to draw an Osprey.
2. Players draw lots to determine who should throw the dice first.
3. Each player must throw a 6 to begin, with a 6 they may draw the Osprey's body and tail.
4. Players take it in turns to throw the dice.
5. Once a player has thrown a 6 and drawn the body and tail, they can then draw on other parts of the Osprey according to which number they throw.
6. The numbers for each body part are as follows:



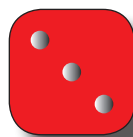
Throw again



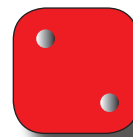
Head



Beak



Eye



Leg



Set of toes
and talons for
one leg

The number can only result in a body part being drawn if it can be added to a part already present. For example throwing a 3 for an eye is no good if the Osprey has not already got a head.

7. If a player throws a number 1-5 for parts they have completed, they lose that throw.
8. Once the Osprey is complete the player must throw a final 6 so they can draw in the Osprey's fish.
9. The first player to have a fully drawn Osprey with a fish is the winner.



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Student Worksheet

Roll the right number in the correct order to draw in the body parts.

