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| 5 | | | | | | |
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| 3 | | | | | | |
| 2 | | | | | | |
| 1 | | | | | | |
| | A | B | C | D | E | F |

PUMPKIN farm Game



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 = 5 points

 = 2 points

PUMPKIN FARM Game



PLAYERS: 2 or 4 (playing as pairs)

MATERIALS:

- **pumpkin farm game** Mats
- Pumpkin game pieces (2 of the 5-point pumpkins and 10 of the 2-point pumpkins per player)
- Recording sheet for recording guesses and hits.
- Folders set up to hide game mat from other player [e.g. Battle Ship style]

DIRECTIONS:



- Students place their 12 pumpkins randomly on the game mat. Note that not every space will be filled in this game version.
- The first student calls out an ordered pair (e.g. A5) and his opponent tells him whether he has captured a pumpkin or not and how many points. The player makes an X on his/her recording sheet if he/she did not capture a pumpkin. The student records 5 pts. or 2 pts. in the square if there was a pumpkin there. If the student captured a pumpkin, he/she gets another turn to try to capture another pumpkin. If the student did not capture a pumpkin, it is the other student's turn.
- Second student follows the same rules for his/her turn.
- Play continues alternating back and forth.
- Select an end of game option that works for your class. Play continues until:
 - one player gets 20 points (or 25 points, etc.)
 - 5—8 minutes are up and timer rings
 - one player gets two of the 5-point pumpkins
 - *whatever variation the students vote on*

SCORING:

- Student with highest score wins the game.

PUMPKIN farm Game



| Player Name |  5 point pumpkins |  2 point pumpkins | TOTAL POINTS |
|-------------|--|--|--------------|
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