

STORY GAME

This story game provides a fun way for children to explore **Giraffes Can't Dance by Giles Andreae and illustrated by Guy Parker-Rees**. In order to play children need to be familiar with the book and have heard the story a few times.



Before you play

Everything you need to create the game is included in this pack. Print out the templates for the **game board**, **bingo board**, **question** and **bingo cards**, **spinning dice** and **counters**. Once you have cut these out and laminated them, you are ready to play.



How to play

1. Place the game board in the middle of the group of players along with a pile of **question cards** and a pile of **bingo cards**.
2. Each player needs a **bingo board** and a **counter**.
3. Players take turns to spin the dice and move around the game board.
4. When a player lands on a space square, he or she picks up a question card. If the player answers correctly, he or she takes a **bingo card** and places it on their bingo board. If the player answers incorrectly, he or she does not receive a **bingo card** and play moves on to the next player.
5. When a player lands on a '**free bingo card**' space then he or she can take a **bingo card** without answering a question.
6. The first player to complete their **bingo board** and shout out 'bingo' is the winner.



START



question cards

STORY GAME

Bingo cards

Free bingo card

Free bingo card

Free bingo card



Bingo boards

Each player needs their own bingo board.

Bingo board

collect 4 cards to win the game

1

2

3

4

Bingo board

collect 4 cards to win the game

1

2

3

4

Bingo cards

Cut out the bingo cards, and place in the centre of the game board. Print out as many sheets as you need.




Question cards - sheet 1

Print and laminate the cards, then place them in the centre of the game board.

 Q Where does Gerald live?	Q What does Gerald like to eat?
Q What colours are on Gerald?	Q Does Gerald have stripes or spots?
Q Which animals started waltzing?	Q What kind of dance do the rhinos do?
Q What colour flower do the lions have in their mouth as they dance?	Q Who did a cha-cha, with a very latin feel? 
Q How many baboons teamed up for a splendid Scottish reel?	Q How do you think Gerald feels when he is being teased about not being able to dance?

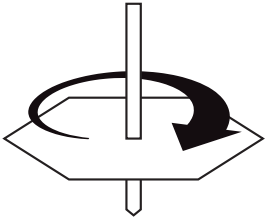
Question cards - sheet 2

Print and laminate the cards, then place them in the centre of the game board.

 <p>Q As Gerald creeps off from the dancefloor, how many animals are dancing in a line?</p>	<p>Q What kind of animal talks to Gerald when he felt sad and so alone?</p>
<p>Q What is your favourite part of the story?</p>	<p>Q What creatures sit on the leaf over the cricket as he plays his music?</p>
<p>Q What kind of instrument does the cricket play?</p>	<p>Q What colour are the three beetles that listen below the cricket?</p>
<p>Q What kind of somersault does Gerald do?</p>	<p>Q What are the animals throwing at Gerald when he finishes his dance with a bow?</p> 
<p>Q How many different creatures can you spot looking at the moon?</p>	<p>Q When we find music that we love, what can we all do?</p>

Print and cut out the spinning dice and counters below.
Alternatively, use dice and counters you already have in your setting.

Spinning dice



Counters

