## CARDINAL POINTS GAME!

## GOAL

In this game, the goal is to guide your wa'a to the island, while avoiding any obstacles (like rubbish or coral).

- This game can be played as a team or individually.
- This map is your gameboard and your wa'a is your game piece. (Each player gets a wa'a.)
- Place the directional cards in a pile to the side of the map.
- \*Optional: For more challenge, place a few ocean rubbish¬ and coral reef obstacle cards on random spots on the gameboard. If this is done, tell players that they must not land their wa'a on those spots.\*
- \*Optional: You might want to use a modified die to help scaffold mathematical thinking and make playing the game more fun, as a standard 6-sided die might make this game confusing for pre-k. Here's how to do this:
- o Take a small cube wooden block. Add masking tape over the sides of the cube.
- o Add 1, 2, or 3 to each side of the die.
- o If a cube is not available, take the 1, 2, 3 cards out of a deck of cards. Mix them up and have keiki choose a card for each turn.

### GAMEPLAY

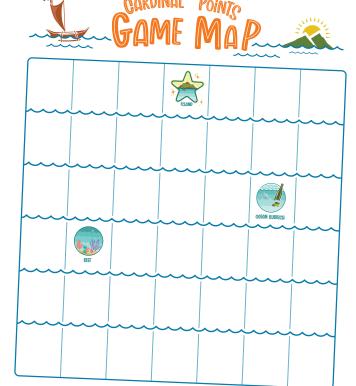
- To begin, each player places their wa'a on the bottom row. (Keiki can choose any square in the bottom row to start.)
- The first player rolls the die.
- The number rolled determines how many spaces the player can move.
- To make a move, he/she will select directional cards from the pile and place them on the spaces they want to move to. (i.e. If a player rolls a 3, they get to move 3 spaces in any direction. They must put a directional card down on each space moved.)
- (Remind players that their goal is to get their wa'a to the island, and to avoid rubbish and coral. They cannot land their wa'a on any of these danger spots.)
- Players take turns rolling the die and moving their wa'a until each successfully lands their wa'a on the island card.













Bottom row start here!







# GAME PIECES

Print and cut these game pieces!





















