

## Caterpillar on a String

The colorful caterpillar emerges a disk at a time...

<b>Game type:</b>	Game of colors with dice
<b>Players:</b>	2, 3 or 6 children. Ages 3+
<b>Contents:</b>	1 head with cotton cord, 3 discs in each of 6 colors, 1 color die, instructions
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**Caterpillar on a String offers children free play with no limits set on the child's imagination – just like playing with a doll, for example. In addition exciting group games with the color die can be developed according to both of the following sets of rules.**

**For game 1** put the head with the string in the middle and divide up the discs according to the following pattern:

**for 6 children:** each gets 3 discs in one color,

**for 3 children:** each gets 6 discs, 3 in each of two colors,

**for 2 children:** each gets 9 discs, 3 in each of three colors.

**The goal of the game** is to thread your discs on the caterpillar by rolling your own color(s). The first player to thread all his discs on the caterpillar is the winner.

**The youngest player begins**, and the game continues clockwise.

**When it's your turn**, roll the color die. If you roll the color of your discs, then you may thread one disc of that color on the caterpillar. If you roll a different color, you're out of luck and miss your turn. Then it's the turn of your neighbor on the left.

**The game is over** as soon as one of you has threaded all his discs on the caterpillar, and that player is the winner.

**Tip:** Try this variation of „Sending the Disc Back“: If the next player rolls the same color as the one just put on, then the last disc has to be taken off again and given back to the player who had put it on the turn before.

**For the Rainbow Game** put the head with the string in the middle again. Two or three children can play. Each gets one disc from every color, 6 altogether. When only two children play, the remaining discs should be put aside.

**Now try to thread** the colored discs on the caterpillar in the order of the colors of the rainbow, which are:

RED – ORANGE – YELLOW – GREEN – BLUE – VIOLET

After violet the same order starts again, beginning with red.

**The youngest child begins.** Your first roll of the die determines with which color you should begin the rainbow – color order described above.

**When it's your turn**, roll the color die and see if you have a disc in the color rolled. If you do, thread it on the caterpillar. If you don't, then you pass your turn, and the neighbor on your left rolls. The game continues in this way. If you find it too slow, you can decide that each player should roll the die twice.

**The game is over** when one of you has threaded all his discs on the caterpillar. Congratulations, then you're the winner!