

Instructions

Each student needs a plastic object (or something they can easily flick) and a coloured pen.

- 1. Student A should place his / her plastic object at the bottom of the page.
- 2. Student A should flick it up the board using their finger.
- 3. If the plastic object lands on one of the images, then the student should speak about that image.
- 4. Student A should colour in that field (or write their name).
- 5. Now, it's student B's turn.
 - * The game ends when all the shapes have been coloured in and the student with the most areas is the winner.



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