



**Long Activity**  
**Ages 9–12**  
**20–30 minutes**

## Ready or Nautilus Game

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### Description

Participants will play a board game wherein one player, called Nautilus, chases other players until they reach the end space.

**Note:** Since the rules can be flexible, this activity can be turned into a design activity, where participants are given the rules and can create their own game board. Alternately, they can use one of the existing game boards and create their own rules for special spaces.

### Number of participants

For any number of participants

### Space considerations

An indoor space where participants can be seated at tables to do an activity

### Competencies

- Eye-hand coordination
- Following directions
- Logic and sequencing
- Mathematics
- Understanding shapes

### Materials

- Cardstock for printing game board and instructions
- Small tactile objects for game pieces
- Dice (large, if possible)
  - Alternatives to dice: playing cards (A to 6), plastic capsules (with papers numbered 1 to 6 inside), spoons (labelled with numbers 1 to 6)

- Computer or laptop with access to a projector, screen and speakers
- Microphone (if necessary)

## Preparation

- Print out game board(s) and rules from the handout
- Set up space for participants to do an activity

## Implementation

1. Distribute game board(s) and rules
2. Project game board with rules onto a screen (if possible)
3. Read the instructions out loud at a steady pace
4. Demonstrate what happens when a player lands on a special space
5. Walk around and check in on players in case they have questions

## Accessibility considerations

### For board game

- Tape game board to a flat surface
- Outline game squares with puff paint to create a tactile board
- Add raised arrows indicating which way to go
- Project game board with rules on a screen and explain the game instructions
- Have participants help other players move their game pieces

### For dice

- Use large dice if possible
- Use alternatives to dice:
  - Spoons labelled with numbers 1 to 6
  - Plastic capsules with papers numbered from 1 to 6 inside
  - Playing cards A to 6 (jewelled stickers or googly eyes can be stuck to them to make them tactile)

## Book suggestions

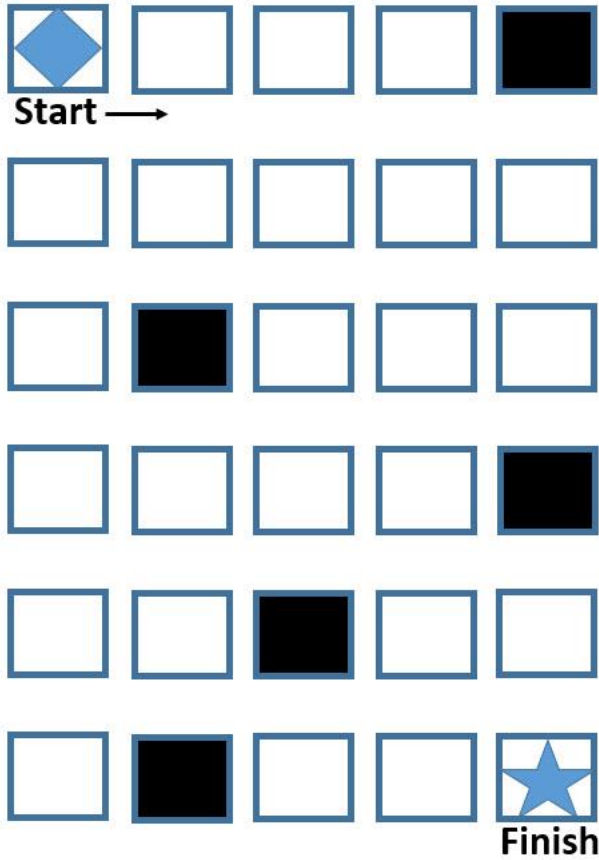
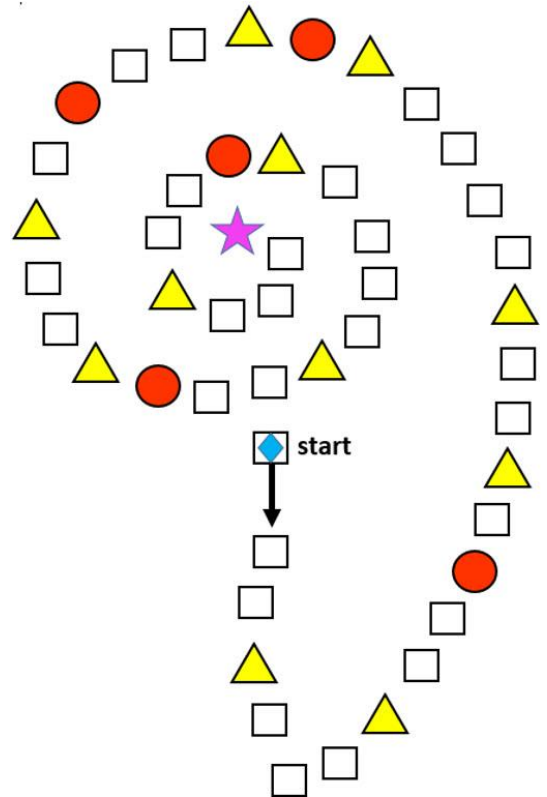
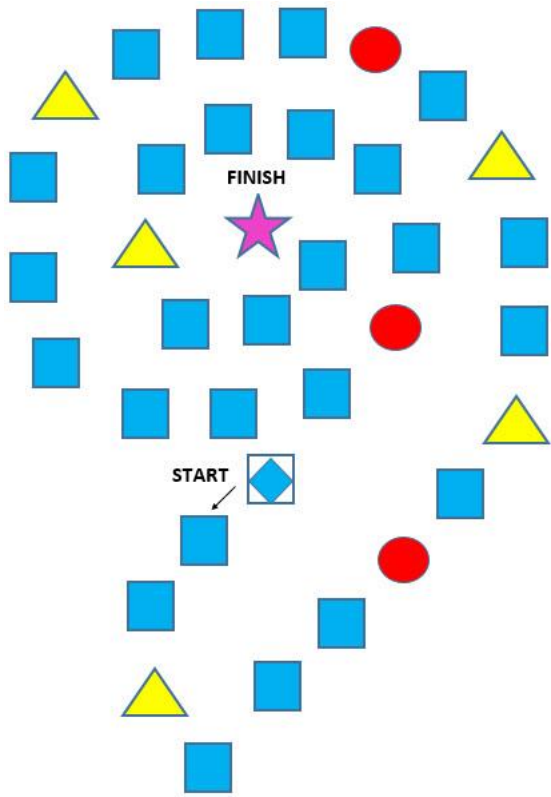
*Stories of the Islands* by Clar Angkasa

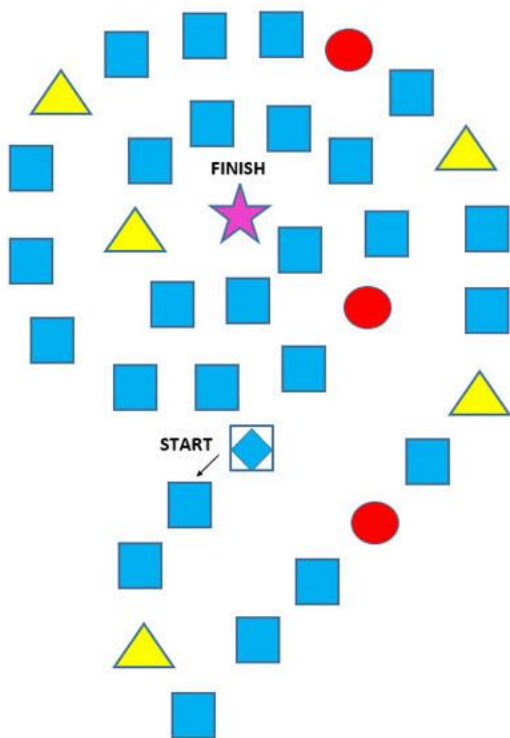
*Where the Water Takes Us* by Alan Barillaro

## Download links



[Game Boards with Rules + Full page game board](#)

# Images








## READY OR NAUTILUS GAME

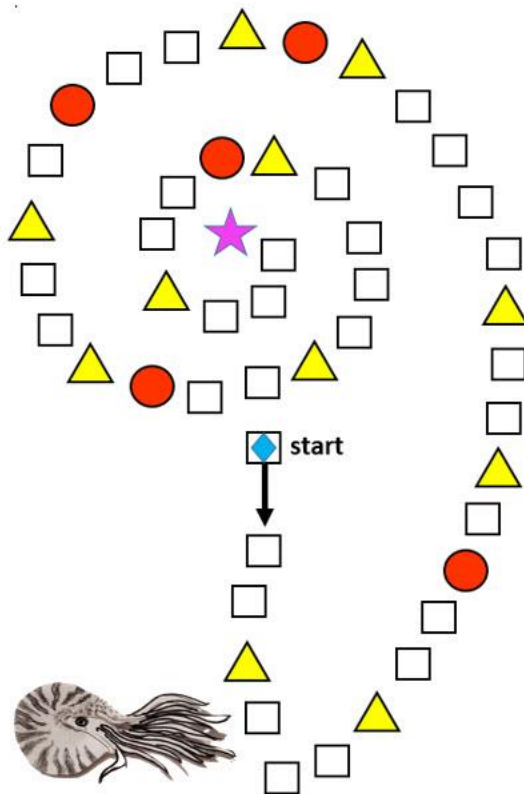
Start at the **diamond square**  and make your way to the **star space** , but watch out for danger and avoid Nautilus catching up to you!

### How to play

1. Assign one player as Nautilus, who will chase the other players.
2. In the first round, each player takes a turn rolling the dice and moving forward from the green square in the game.
3. Each player rolls the dice for the second round
4. In the third round, Nautilus enters the game and rolls. If Nautilus lands on a spot where someone else is, the player gets knocked back 3 spots.
5. Keep rolling dice until someone reaches the purple star

### 6. Conditions

-  regular spot
-  If roll is greater than  $> 3$ , moves forward an 1 extra spot
- If roll is lesser than  $< 3$ , moves back 1 spot
-  player misses a turn






## READY OR NAUTILUS GAME

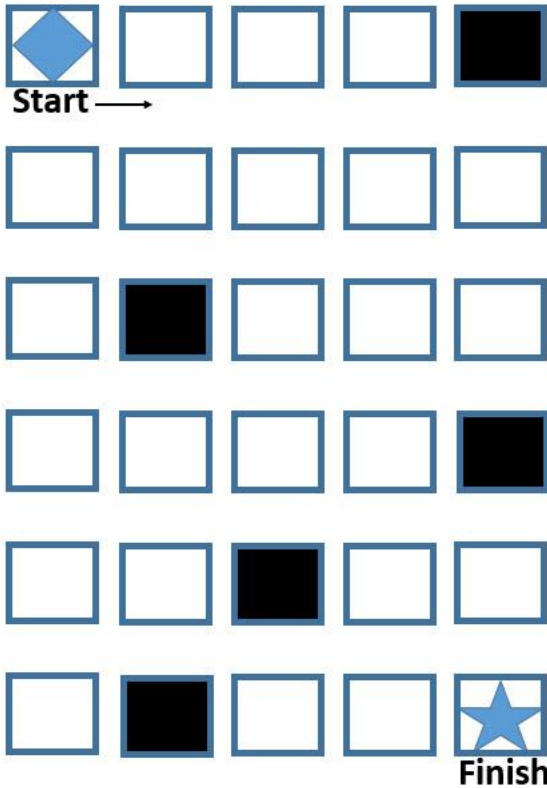
Start at the **diamond square**  and make your way to the **star space** , but watch out for danger and avoid Nautilus catching up to you!

### How to play

1. Assign one player as Nautilus, who will chase the other players. Nautilus comes into the game in round 3.
2. In the first round, each player takes a turn rolling the dice and moving forward from the **diamond square** in the game.
3. Each player rolls the dice for the second round
4. In the third round, Nautilus enters the game and rolls. If Nautilus lands on a spot where someone else is, the player gets knocked back 3 spots.
5. Keep rolling dice in rounds until someone reaches the purple star

### 6. Conditions

-  Regular space
-  Player moves back 1 spot
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#### 6. Conditions



regular spot




player must roll the dice again

If roll is greater than  $> 3$ , moves forward 1 spot

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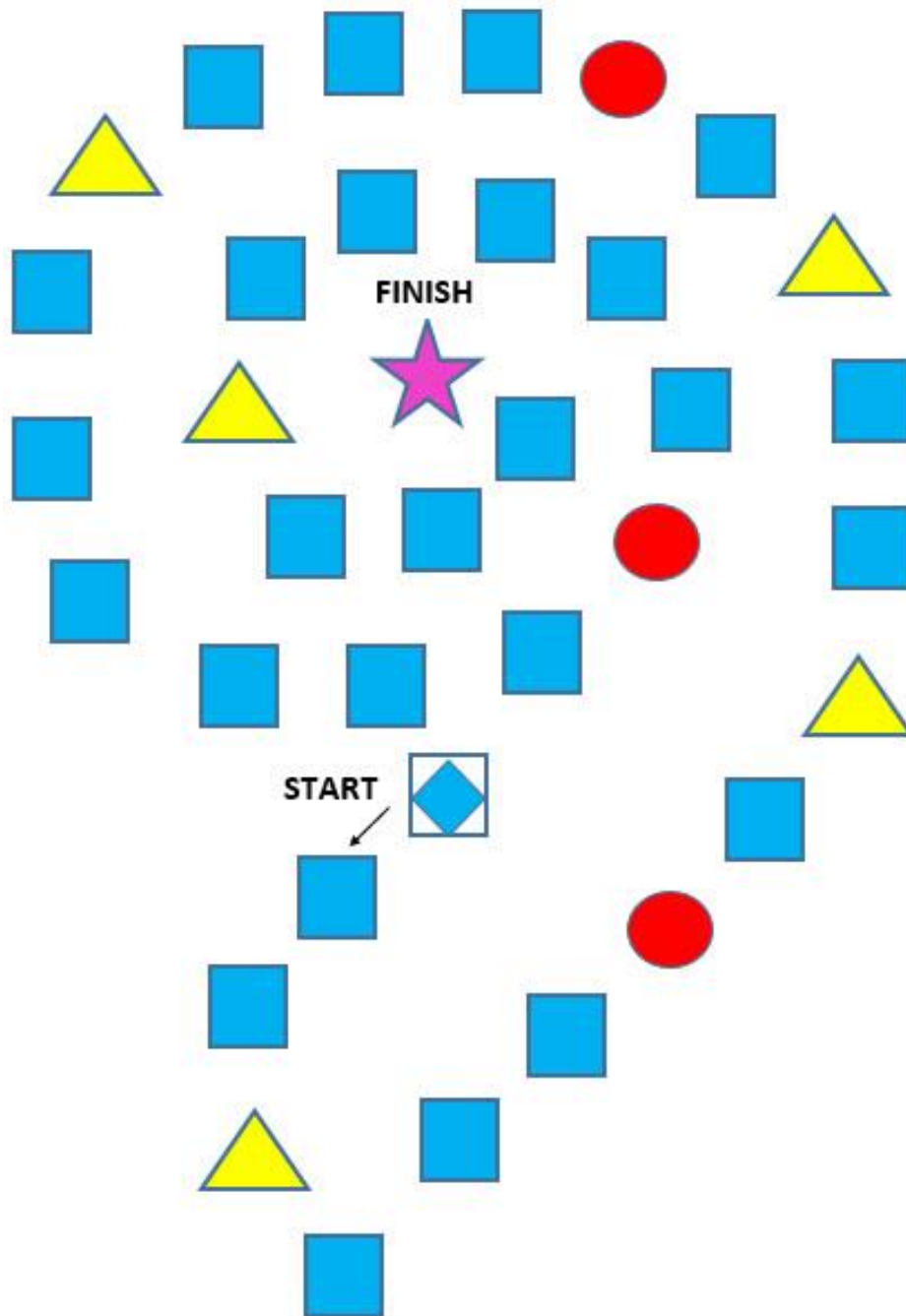
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## How to play

1. Assign one player as Nautilus, who will chase the other players. Nautilus enters the game in round 3.
2. In the first two rounds, each player except Nautilus takes turns rolling the dice and moving forward, starting from the diamond square.
3. In the third round, Nautilus enters the game and takes a turn rolling the dice. If Nautilus lands on a spot where someone else is, that player gets knocked back 3 spots.
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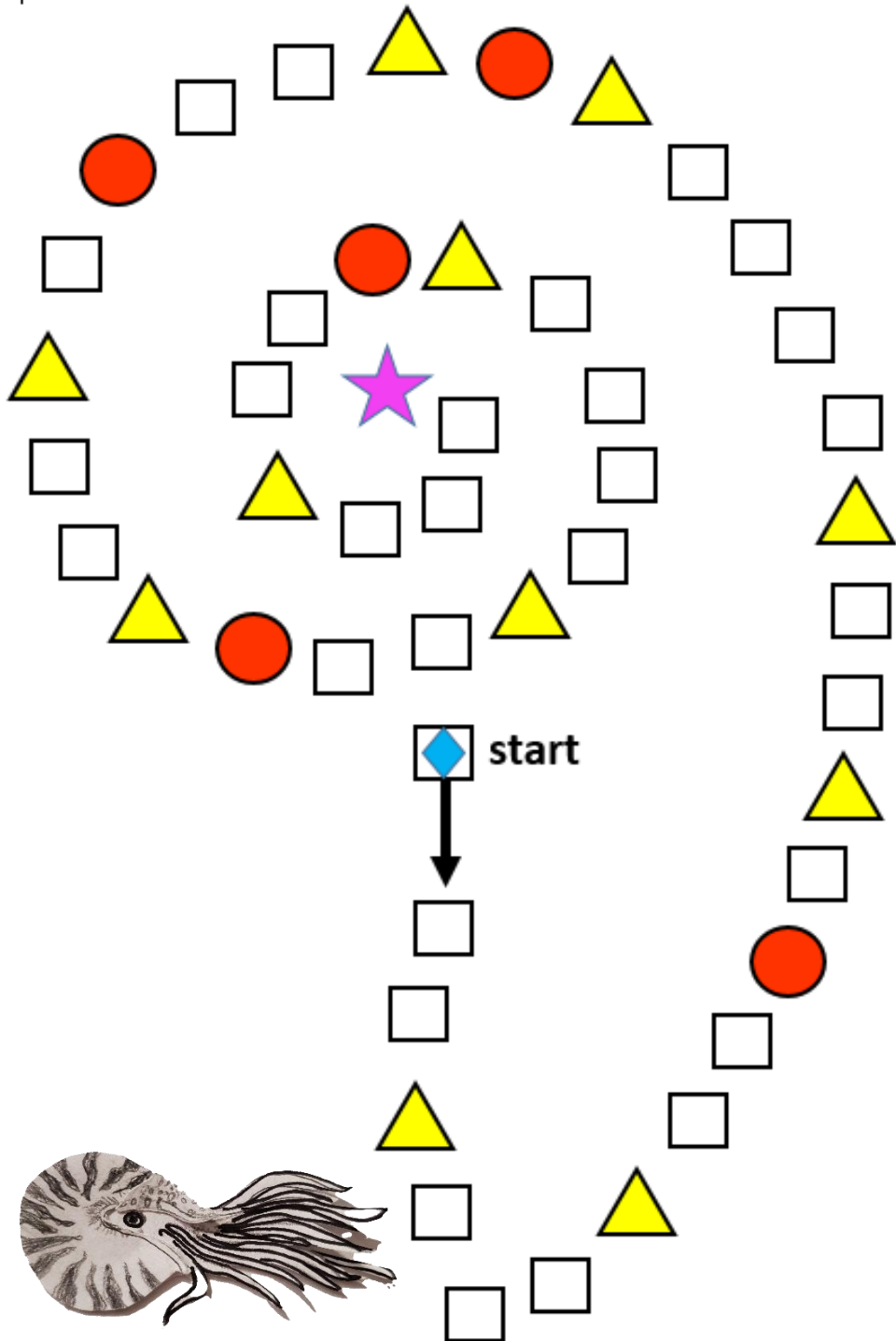
## 5. Conditions



-  Regular spot
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  - If roll is greater than 3, move forward 1 spot
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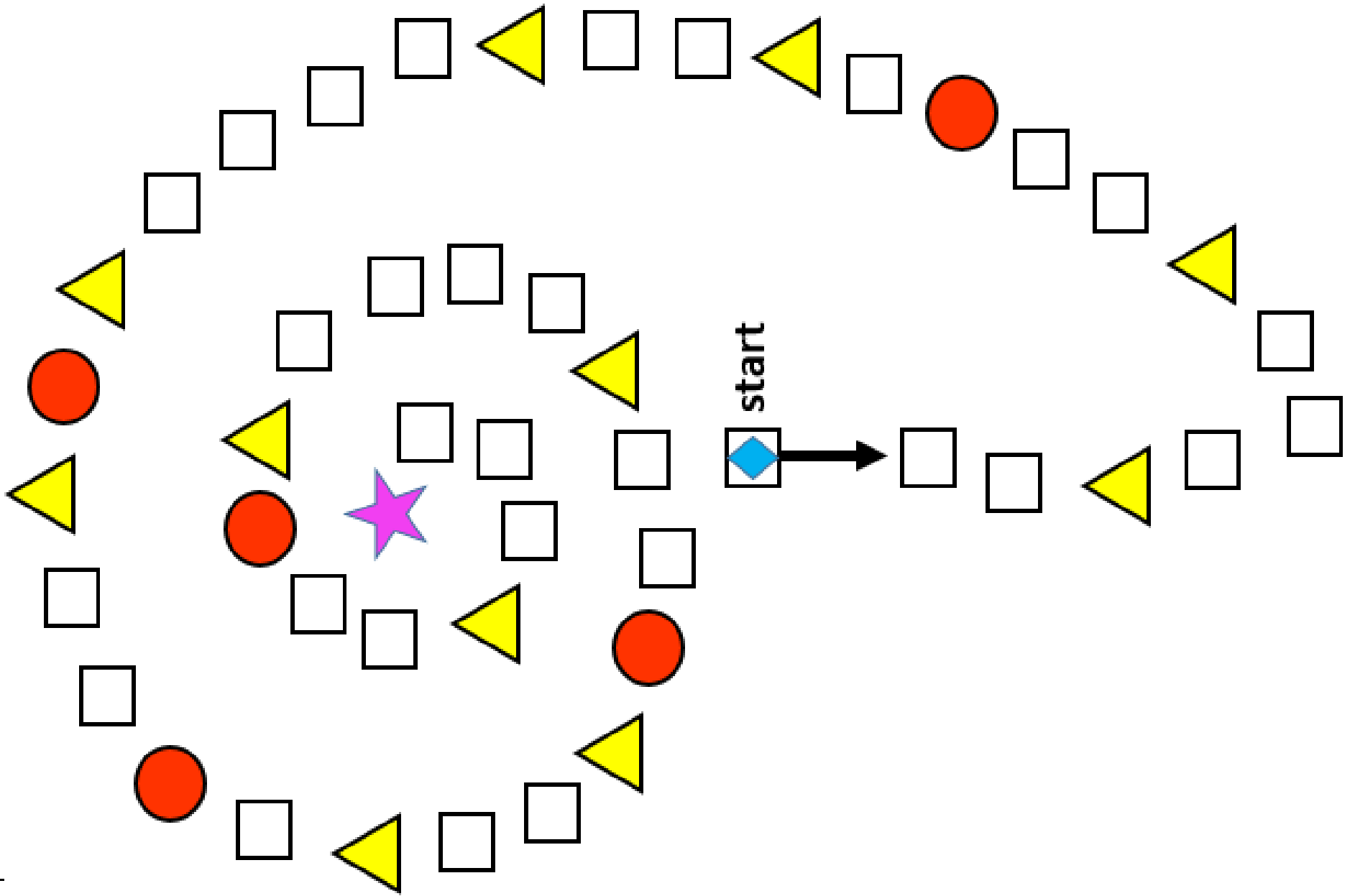
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**Start** →



**Finish**

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# READY OR NAUTILUS GAME



Start →



Finish