HOW TO PLAY

Play the role of a pigeon or squirrel looking for food to find out what happened to the garden this summer.

1. Set up the game board as shown.
2. Start at square 1, in the tomatoes. Take turns rolling a die to move your animal through the school yard.
3. When you land on a number, flip the matching card to see if the animal will eat, drop, or carry the food.
4. Follow the directions on the card.
   a. Eat: Grab the food token and move it to your belly*.
   b. Drop/Carry: Move the food token wherever the card tells you*
      *If you already have that food in your belly, drop it in the field.
   a. Weeds/Field: Add or remove food/weeds from your animal’s belly. Move them wherever the card tells you*.

1. Play 10 turns each. Do not stop at square 14, keep going around the board as many times as you need.
2. Notice where the foods from the garden and the weeds are now. Are they still where they were planted?
PLAYER TOKENS & BELLIES
Cut out. Each player gets one token to move and one belly to store food and place weeds.

PIGEON BELLY
To eat, put the food on the matching square. If your squares are full, drop the food in the field.

SQUIRREL BELLY
To eat, put the food on the matching square. If your squares are full, drop the food in the field.

FOOD TOKENS
Cut out and set next to board.
How to create game cards:

1. Cut along dotted lines—Keep cards with same number attached.
2. Fold on center and tape sides to create a card: the large number is the front and text is the back.
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