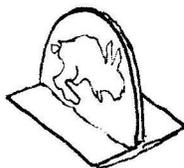


# Hungry Rabbit Game

Object of the game: To practice the names of the colors in French.

## Set up:

- 1) Give each player a copy of the pattern page.
  - 2) Cut out the rabbit and the gardener.
- Fold and glue (or tape) so that they look this this:



- 3) Use crayons or colored pencils to put five colored dots on each stone on the path. Choose from these colors: blue, red, green, yellow, black, white, gray, purple, orange, pink, brown. You must use all of the colors, but try to distribute the colors randomly.
- 4) Make a set of cards for the caller. (bleu, rouge, vert, jaune, noir, blanc, gris, violet (pourpre), orange, rose, marron) Make a card for each color and put the cards into a bag or bowl so the caller can choose them out at random.

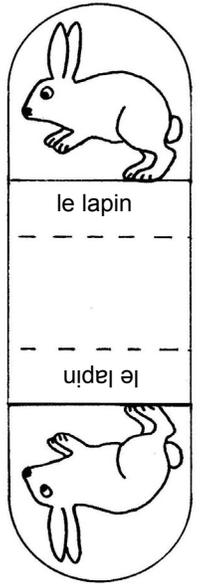
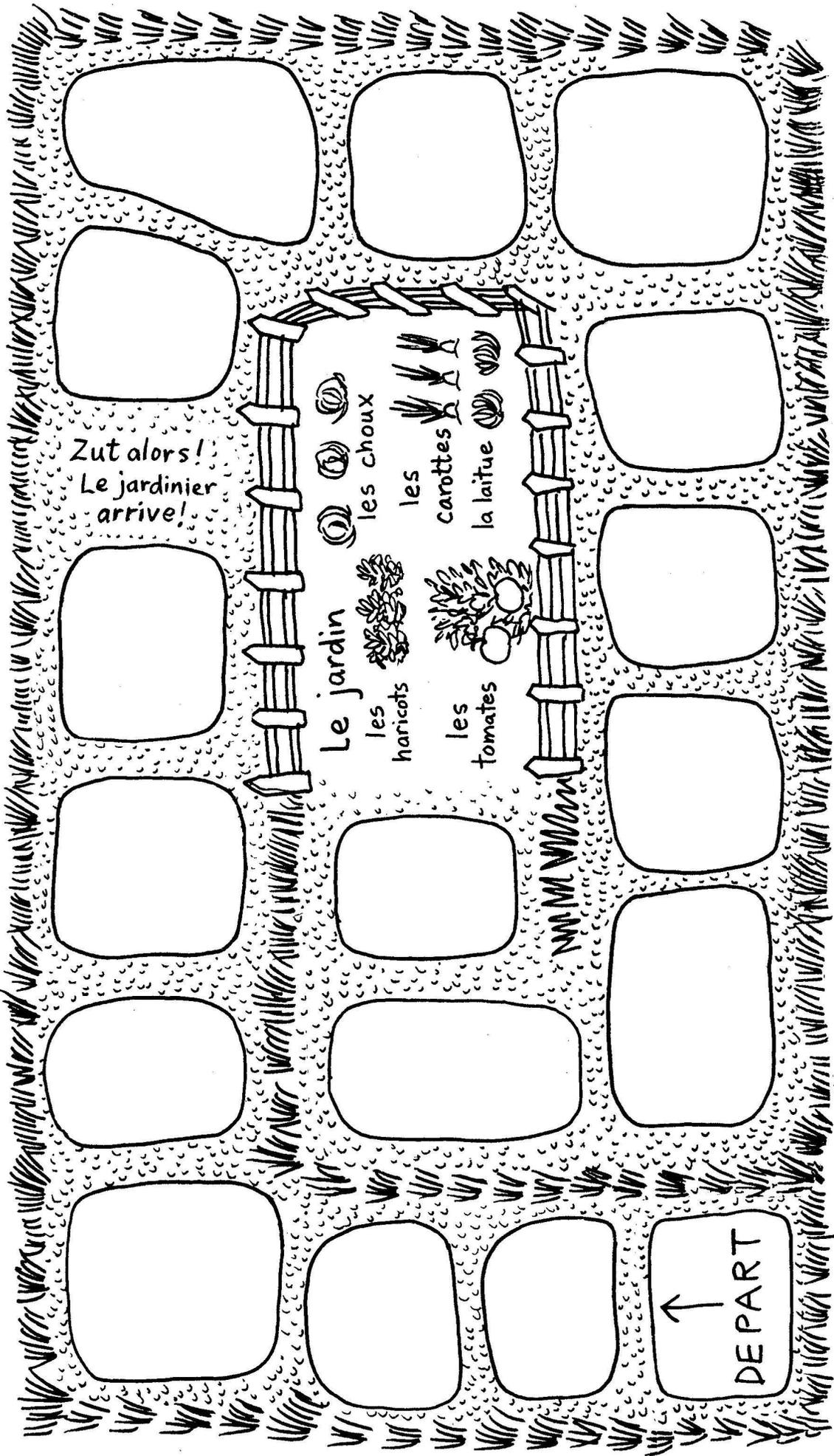
## How to play:

- 1) Each player puts their rabbit (le lapin) on START (DEPART).
- 2) The caller will call out a color in French. If the player has that color on the first stone, the rabbit advances to that stone. If not, the rabbit stays put. Then a second color is called out. Again, if the next stone on the pathway has that color, the rabbit advances. If not, the rabbit cannot move.
- 3) Once the rabbit reaches the place that says, “Zut alors! Le jardinier arrive!” (Drat! The gardener is coming!) then the player places the gardener on the DEPART stone. After this, every time a color is called out the player must move both the rabbit and the gardener (but advancing them only if the color called is on the next stone in front of them). If the rabbit reaches the garden before the gardener can catch him, he wins. If the gardener catches up with the rabbit, the rabbit loses (and might end up in the gardener’s stew pot!).

TIP: Have the caller lay aside each color as it is called, then when the bag is empty, put them all back in again. This will ensure that each color is called an equal number of times throughout the course of the game.

OPTION: For more advanced students, you could use colors such as light blue, dark green, tan, or other less common colors. Just make sure you can provide pencils or crayons in those colors.

EXTRA IDEA: This game could also be used to practice numbers. Just put five random numbers on each space, instead of dots of color.



le lapin

le lapin



le jardinier

le jardinier

