



# Dinosaur Number Eggs

Hatch the most eggs in this early number recognition game

**Contents** 

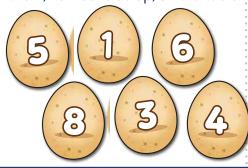
- 40 egg cards 4 nest boards 1 spinner board
- 1 two-part spinner (separate the plastic arrow from the base and attach to the spinner board)

#### Setting up the game

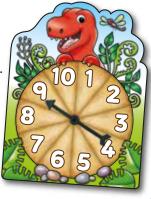
Each
player
chooses
a nest
board and
places it
in front
of them.



Shuffle the egg cards and spread them, number side up, on the table.



Place the spinner in reach of all players.



1 To play

Note:
For a two player game,
remove one 1-10 set
of cards.

The youngest player starts.

Spin the spinner and choose an egg card which matches the number shown on



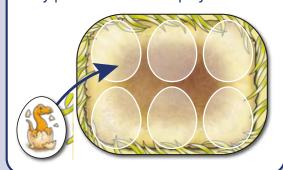


(2)

#### Place the egg on your board

Turn the card over to reveal either a hatched dinosaur or an unhatched egg. Place the card on the nest board.

Play passes to the next player.



(3)

#### Angry T- Rex card

If you turn over an angry T-Rex card, roar like a T-Rex and choose **any** egg to remove from your board and return it, face down, to the table. The T-Rex card is then taken out of play.

Play passes to the next player.





#### Can't find a matching card?

If there are no egg cards matching the number on the spinner left on the table, play passes to the next player.



#### Finishing the game

Play continues until **all players have filled their nest** with six egg cards.

Players then count how many hatched baby dinosaurs they have.



#### The winner

The winner is the player with the most hatched baby dinosaurs at the end of the game.



## **Other Activities**

### Further ideas to use the number eggs

- Put the eggs in a line, number side up, from one to ten.
- Find all the same number and put them together.
- Spread the cards, dinosaur side up, and find matching pairs.
- Spread the cards, dinosaur side up, and find all the dinosaurs with horns.
- Put the dinosaur cards in a group.
  Spin the spinner and count that number of dinosaurs, moving them out of the group as you do. When none are left in the original group, begin again.