

Game Rules

This game can be played individually or in groups (every turn a different player spins the spinner).

Players or groups take turns. Each turn players spin the spinner and complete the task shown by the spinner. Each successfully completed task is awarded with a point.

Free Point Field

The individual or a group is automatically awarded a point if the spinner stops on this field.

Name it

Teacher or the game coordinator shows one bone on the skeleton (classroom skeleton, Halloween skeleton, picture of a skeleton or even on their own body). If the player names the bone correctly they are awarded a point.

Name 3

If the spinner lands on this field the player has to name 3 bones (just name them, there is no need to show them). Correctly naming 3 bones wins a point.

Show it

When the spinner stops on this field the player must draw a game card with the bone name (or is asked by the game coordinator to show a specific bone) and show the bone on the skeleton (or a picture of the skeleton or on their body). Correctly showing the bone is awarded 1 point.

Spin Again

If the spinner stops on this field players will have to spin again.

Ask Another

When a spinner stops on this field the player who's turn it is can pick another player (from the other team) to name or show a bone. If that player answers correctly both teams win a point, if not the team whose turn it was is awarded 1 point.

First team or player that gets a specific number of points wins!
You decide the number of points needed for victory depending on how long you want the game to last and how many players or teams play the game.



tibia

ulna

vertebrae

spine

radius

fibia

mandible

scapula

clavicle

cranium

femur

humerus

pelvis

ribs

patella

