



Old Macdonald Board Game

INSTRUCTIONS

Old Macdonald's animals are out in the field help to put them away. There are different dice here because there are several games that you can play on this board depending upon the age of the children playing. Here are some suggestions but you can always make up your own.

1. For the younger children from 1 - 6 players, you can **place all the animal counters** face down randomly on the board. The idea is that each player has to collect a set of each type of animal (i.e. Each player has to collect one horse, one cow, one sheep, one pig, one duck and one rooster). The first player has a go and turns over one of the counters before moving onto the next person. If someone turns over an animal they already have then they turn it back over. Once someone has got a set then they have won. The game can then continue until everyone has got their sets.
2. A variation on the game above. For the younger children from 1 - 6 players, you can place **all the animal counters** face down randomly on the board. This time each player has to collect all six of one type of animal. The first player has a go and turns over one of the counters before moving onto the next person. If someone turns over a different animal then they turn it back over. Once someone has got a set then they have won. The game can then continue until everyone has got their sets.
3. A game for two players. **Each player choses an animal and puts one in each of the far corners of the field** (square F1 or F6). The idea is for each player to get their animal out of the field through the opening and into the barn. The

first player throws the dice (either the **normal dice** or the **one with numbers on**) and can then only move that exact number of squares in any direction in a straight line. Counters can land on top of each other but if a player does not have enough spaces to move in a straight line then they have to stay where they are. To get through the opening in the field you must also have the exact number to get out (i.e. if it is two squares until you get out of the field then you must get a 2, a number above it will not count). The game sounds easy and can be over in a few minutes but it can take a lot longer than you think!

4. Older child single player. Like the game above but with this game you need **all the animal counters** placed face up on the board and you need one of the **number/normal dice** and the **animal dice**. The aim of the game is for the player to get all the animals back in the barn. First they must throw the animal dice and then a number dice. They then have to pick any one of that animal's counters that are on the board and move it towards the exit to the field. This time though you do not have to keep in a straight line (unless you want to) but do have to move the exact number of spaces. Counters can go on top of each other.
5. Another dice game for up to six players and can be played in two ways depending upon the children's age. For both games **all the counters** are placed face up on the board.
 - a) For younger children you use the **animal dice**. Each player chooses an animal then they take it in turns throwing the dice. Whatever animal the dice shows they then take one of them off the board unless it is their own, then they are safe. The winner is the last person who has a counter/or counters left on the board.
 - b) For a more older children then you use the **number and letter dice**. Each player chooses an animal then they take it in turns throwing both the dice. Whatever grid the dice shows they then take the counter off the board unless it is their own, then they are safe. The winner is the last person who has a counter/or counters left on the board. If you think the game will take too long then can reverse the game and the winner can be the first person to have all their counters taken off the board.

6. Mini checkers. A game for two players, older children or a child playing with an adult. One player chooses all the hen counters and the other all the ducks. Player one then puts all the ducks on the darker squares in columns A & B and player two puts all their chickens on the darker squares in columns E & F.



Keeping only to the darker squares each player takes it in turns moving one space down the board to the opposing side. Up to this point they can only move forward diagonally staying only on the darker squares. If the square they want to take is being used by the other player's animal and the following square is free, then they can leapfrog over them and take that player's piece. Once they have jumped if there is another possible animal they can leapfrog over them in a forward's direction they can carry on doing so until there are no more adjacent animals. Once an animal has reached the opposite side they can upgrade. A chicken can be changed for a horse and a duck can be changed for a cow. The horses and cows can then move back around the board still just staying on the darker squares but they can move now in any direction. The game is finished when one player has none of their animals left on the board. i.e. Player One has no ducks or cows on the board or Player Two has no chickens or horses left on the board.

A B C D E F

1

2

3

4

5

6







