How to Play: Caterpillar

Learning Goals
- To understand the probability of sequential events (die rolls) by experimenting, observing outcomes, discussing data, and monitoring mathematical models.

Rules

Game Goal
- Make the largest Caterpillar in the game.

Setup
- Each player selects a number of blocks for their caterpillar.

Turns
- The game is played in turns. Each turn consists of a player's turn, rolling, and placing.
- How to play:
  1. Each player rolls a die and chooses a caterpillar segment to place on the board. The caterpillar segment may only be placed on an open space.
  2. A caterpillar segment may be placed on any open space, including corners or edges, surrounded by another caterpillar segment.
  3. The first player to place all blocks on the board wins the game.

Ending
- The first player to place all blocks on the board wins the game.