

Double Time Duck Nap

This is an activity for one or more people.

Goal: To practice doubling the numbers one to six and to be the first player to let their sleepy duck take a nap.

You will need:

- A Double Time Duck Nap Game Board (drawn or printed)
- Game pieces
- A dice

What to do:

- Identify the youngest player. The youngest player goes first.
- On each turn, the player will roll a single dice, double the number rolled, and place their game piece on the number rolled.
- Players can move forward and backward on the game board. For example if a player rolls the number two on their first turn, they will double the number two and place their game piece on the rectangle with the number 4. If on their next turn they roll a six, they will double the six to equal twelve and move backward on the game board so their game piece is on the number 12 rectangle.
- A player's duck takes a nap when they land on the ten space on the game board.
- A player wins when their duck has taken two naps (double the naps!)

Other things to try:

- Create your own doubling game and rules.

