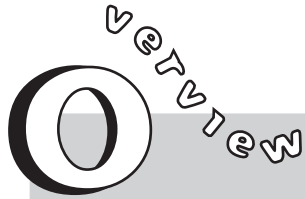




Amos and Boris Game



Students create an Amos and Boris board game. Students use Sculpey to build game pieces.

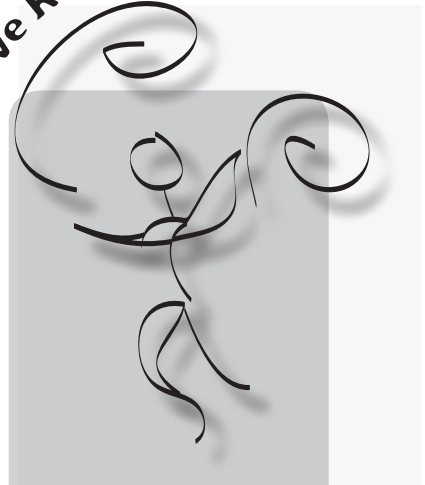
Preparing

- Create 16 equal-sized cubes out of each package of Sculpey.
- Each student should use the equivalent of half a package of Sculpey for the entire project. Amos and Boris will be roughly the same size.

Doing

- Start by having students create Amos. They should use no more than four cubes (1/4 of a package). Encourage students to create a mouse that can stand on its own by making the base larger than the body. Add features such as eyes, a nose, and a tail. Make sure the tail is short so it does not break off.
 - Invite students to make Boris using the other four cubes of Sculpey. First create a basic whale shape. Try to make the whale thicker at the front and thinner toward the tail. Add a small eye and a tail fin. Set it down to see if it balances without rolling.
 - Make the game board by folding the tag board or construction paper in half, twice in both directions. Unfold and check for 16 squares. Use a ruler and crayon or marker to draw lines over the fold lines.
 - In the upper left corner have the students write New York. In the lower right hand corner have the students write Ivory Coast, Africa.
 - Encourage students to make all the other squares look like ocean by lightly shading them blue. Remind the students that the squares need to show through the shading.
 - Place Amos in New York and Boris in the upper right hand corner.
 - The object of the game is to get Amos and Boris to the Ivory Coast as quickly as possible.
- | Roll | Move |
|------|-------------------------|
| 1 = | up 1 square |
| 2 = | down 1 square |
| 3 = | left 1 square |
| 4 = | right 1 square |
| 5 = | any direction 1 square |
| 6 = | any direction 2 squares |
- Remember: Don't move at all if it will force you off the game board.

Creative Response



GR•U
PING 

Materials

- Assorted Sculpey colors
- White tag board or construction paper (large square)
- Crayons/Markers
- Rulers
- Dice or number cubes

Creative Response

