



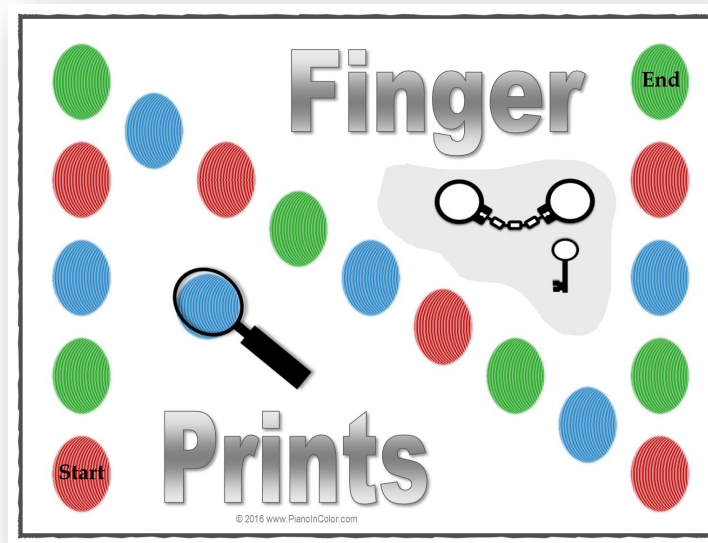
PIANO IN COLOR

FINGERPRINTS

A game to help students to remember their finger numbers.

You will need:

- a counter for each player
- dice



HOW TO PLAY FINGERPRINTS

1. Place a counter for each player on the "START" fingerprint.
2. Each player takes a turn to throw the dice.

If you throw a 1, move your counter 1 space with finger 1.

If you throw a 2, move your counter 2 spaces with finger 2.

If you throw a 3, move your counter 3 spaces with finger 3.

If you throw a 4, move your counter 4 spaces with finger 4.

If you throw a 5, move your counter 5 spaces with finger 5.

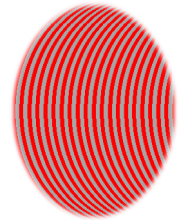
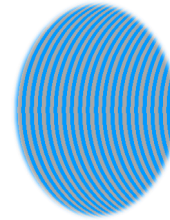
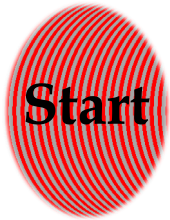
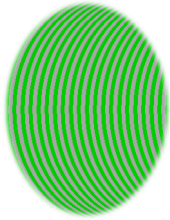
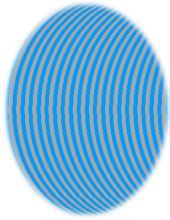
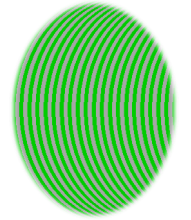
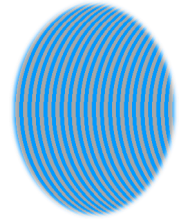
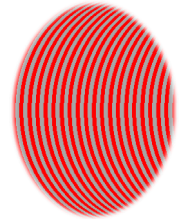
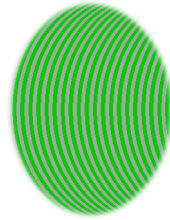
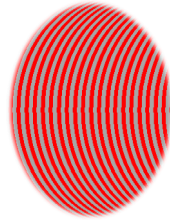
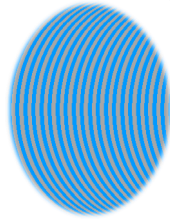
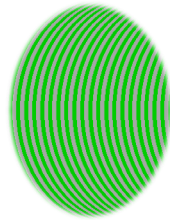
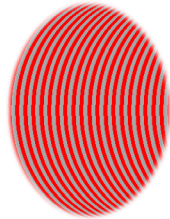
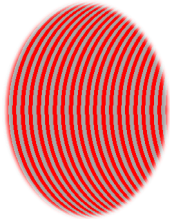
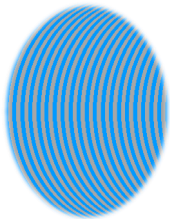
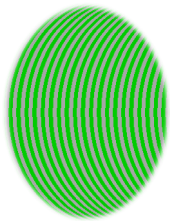
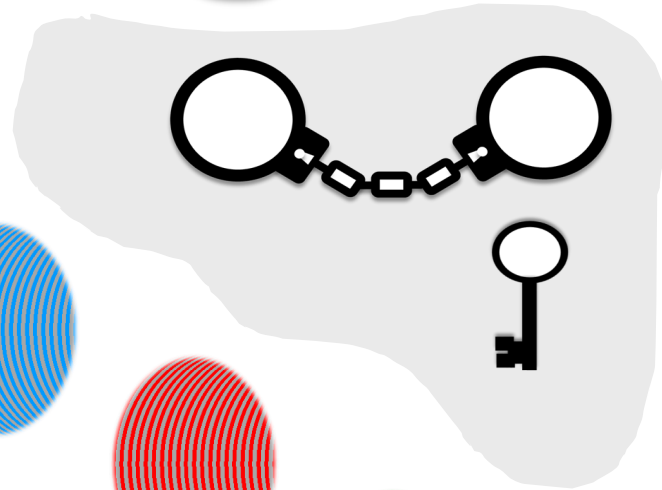
Six is unlucky. If you throw a 6, you don't get to move your counter that turn.

3. If you move your counter with an incorrect finger, your turn is over and you must go back to where you were at the start of that turn.
4. The first one to arrive at the "END" is the winner.



Finger

End



Start

Prints