

Partula Snail Game

This board game is designed for learning about the range, diet, habitat, threats and breeding of the Partula snails from the French Polynesia islands. The 'slime trail' cards add a fun element which help with colours, directions, numbers and habitats.

Download:

Partula snail game board

Question & answer cards

Slime trail cards

Requirements:

dice

6 x playing pieces



How to play:

Each player chooses a colour playing piece.

Each player takes it in turn to roll the dice and move the relevant number of spaces.

Follow any instructions which are given on the game board.

If a player lands on the question card squares, the player looks up the relevant topic (range, adaptations, diet, threat, habitat, species and breeding) from the question cards. The player reads out the question on the card. All players discuss. The player can then turn over to find the answer and some additional information.

If a player lands on the 'slime trail' squares, the player has to pick one of the slime trail cards. Follow the instructions on the slime trail card, then mix the card back randomly into the set of four. These cards are designed to be used a number of times. Answers for the 'slime trails' are also designed to follow an order, i.e. make trails!

Blank squares are useful for the teacher to ensure all the activities in the game are covered. Use these squares as 'chance' squares and make up scenarios in order to move on to squares you want the pupil to go. For example, *'unfortunately some of the snails bred in the zoo caught a disease and couldn't be reintroduced, move back 'x' spaces'* with 'x' being the number required to land where you want – i.e. the diet square because it hasn't been covered yet or another slime trail square. Alternatively for a quicker game, blank squares can just mean blank squares.

This game is also available as 'l'escargot partula' which links to French language learning. See [Science in the Language Class](#) – French box .