



Lost Worlds Poster Adventure Game

Instructions

1. Transfer the numbers found on the sample poster in the Staff Manual to the actual TD Summer Reading Club poster. Have it plasticized if you think it will be well used.
2. Children roll a die to advance their token.
3. Each numbered square has corresponding directions that are found on the chart below.
4. Track each child's progress on the game board by keeping their names on cards filed alphabetically. Alternately, each child could track their own progress.
5. The game could be played daily or weekly. Prizes could be awarded when the child finishes the game or each time the game is played, depending on your resources.

To Start

The children should start with their tokens on the Red Book, which is "Home". The first number they roll will be the numbered square they move ahead to. Follow the directions next to that number.

Square #	Follow these directions to adventure
1	Your adventure begins! Read any book you like.
2	You meet King Tut! Read a biography.
3	Watch out! Those eggs are about to crack! Read a dinosaur book.
4	Terracotta warriors block your path. Jump ahead one space.
5	Stonehenge holds many mysteries. Read a mystery story.
6	The African drums are loud! Listen to a recorded book.
7	That tower has how many steps? Read a counting book.
8	You meet an Aztec snake! Slither ahead one space.
9	You discover a Mayan pyramid! Take a break and read a magazine.
10	The drawbridge is down at the castle. Read a fairy tale.
11	You tour the Acropolis with Greek warriors. Read a book with "A" in the title.
12	You sail across the sea to Easter Island! Read an adventure book.
13	A horse almost eats your lunch. Read an animal story.
14	Uh oh, you fall in a hole. Go back 3 spaces.

15	The coast is clear for now. Check out the TD Summer Reading Club website at: www.td-club-td.ca
16	All of this travelling is making you sleepy. Read a bedtime story.
17	There is a show at the Coliseum. Watch a video or DVD.
18	You feel homesick. Read a Canadian book.
19	Your dog sniffs out some treasure! Read an award-winning book.
20	An army of Roman soldiers blocks your path. Run back 2 spaces.
21	You find a dinosaur's funny bone. Read a silly book.
22	Inside a cave you discover ancient paintings. Find a craft book and get creative.
23	Friendly Vikings help you learn how to sail. Read a sports book.
24	You hear some beautiful singing. Listen to a music CD.
25	You race to find the way back home. Read a short story.
26	You trip over an ancient Greek vase. Stumble ahead one space.
27	Congratulations! You found your way back home! Play again, or take a rest.

