

Tour de France Beetle Drive Activity

You Will Need:

- paper (one sheet for each team and one new sheet per team for each round);
- different coloured pens (each player within each team needs a different colour to keep track of the bike parts they've drawn);
- dice.



How to Play

Each team requires an equal number of players. Decide who will roll first, then continue clockwise around the team.

The part of the bike which needs to be drawn next is decided by the number rolled by the player with the dice.

- If you roll 1, draw a bike frame (must be rolled first).
- If you roll 2, draw one set of handle bars.
- If you roll 3, draw one seat.
- 4 is for the brakes, of which there are 2 sets (front and back wheels).
- 5 is for the wheels, of which there are 2.
- 6 is for the pedals, of which there are 2.

Players must roll a 1 in order to draw the frame first, otherwise nothing can be added. Also, the handle bars must be drawn before the brakes and the wheels before the pedals. Players must also roll the numbers four, five and six twice for the brakes, wheels and pedals to be complete. Don't worry, your bike doesn't have to be a work of art.

Example

Player one rolls a 3, player two rolls a 4, player three rolls a 1 so they can draw the frame and get the game started. Next, player four rolls a 2 so they can draw the handle bars. Player five rolls a 2, but the handle bars have already been drawn so they have to pass the dice to player one who has another turn.

The first player in the room to finish a bike shouts, 'Tour de France!' and scores the maximum of nine points – one point for each bike part. The other players count up their scores, which depends upon what they drew during the round. Players need to keep a running total of their

points from each round.

The winner from this round moves up to the next table, therefore if a winner is on table 2, they move up to table 3. The person with the fewest points from the round moves back, therefore if they are on table 5, they move back to table 4. The lowest scorer for table one moves to the table with the highest number.

The person who has scored the highest number of points over all the rounds is the winner. If there is a tie, the players with the same number of points must roll a dice and whoever rolls the highest number is named champion.

