Go Get Bob Boardgame

Bob the dog has wandered off again. You must help Jan, Tup, and their friends go find Bob. There are so many places he likes to explore that it could be hard to find him and it could take a long time. Tup will help you by sniffing for him. Maybe along the way you'll find some clues.

It's a lot of work for a dog to sniff and sniff and sniff. Tup will probably get a bit bored and will want to take a bunch of breaks. Jan will bring along a bunch of stuff to read whenever Tup needs a break.

Since it's such a nice day out, you will probably encounter some bugs. These bugs love to play so let's hope you come across one or more. You may even run into Babs the 'Bot, Miss Sal, or the bear cub. You can ask them if they have seen Bob.

Playing the Game

Choose your character. Are you Jan, one of her friends, or maybe one of Tup's friends? Make a stack of Tup cards. You will also need a set of Bob cards. There are 20 sets. The four cards in each set will all have the same number on the back. Each set has three clue cards with question marks on the back and the final Bob card that tells you where Bob is at. Place the cards on the board in the spots that look like the back of the Bob cards.

Start at the green dot next to Bob's hut. Roll the die (that's what one dice piece is called) and move that many dots forward. Make sure to bring Tup with you.

Tup will stop along the path so you can read to him. When you get to a dot with Tup, pick the top Tup card and read it. You can also use cards from the Pre-Reading materials, a different Step of phonics rules or you can make up Tup cards with different readings, math problems, questions to answer, or other activities.

If you land on a dot with a bug on it, you get to pretend you are a bug. Are you a bug that flies around the room flapping its wings and saying, "I can fly, I can fly." Or are you a bug that sits quietly in the corner singing bug songs?

The blue dots are where the clue cards are. Since all the players are working together to find Bob, the last person who crosses the blue dot gets to pick up the clue card and show it to everyone. If you think you know where Bob might be, don't say anything. Wait until everyone is at the red dot. Once the last person gets to the red dot, you can discuss where you think Bob may be. After everyone has stated their guess, the last person to the red dot turns over the card and you find out where Bob has been.

You can stop the game now or you can take Bob back to his hut. If you go back, Tup will want to take lots of breaks so you can read to him. You know how much Tup loves to be read to.

Please note: Some of the clues are written out and you must read them. Others have words that do not follow Step 2 rules. For those cards there is also a picture. If those words look too hard, don't worry about them. The picture will give you the clue you need.

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