

# BEE FIRST WORDS

**Bee First - Words** is a spelling game where players make short (3-5 letter) words to move their bees through a hive. Use the game to improve any child's literacy skills.

## COMPONENTS

- Hexagonal board with lettered cells representing the hive
- Three sets of three bees with different colours (additional sets available)
- Deck of letter cards with single or double letters.

The hexagonal board is made up of hex-shaped cells with letters. Bees move between these cells, starting outside the hive and making their way to the very centre.

## PREPARE TO PLAY

- Decide how many bees each player will use – one for a short game.
- Shuffle the letter cards and place them face down between players.
- Place all bees outside the hive.

## HOW TO PLAY

On your turn, you can perform one of the following actions:

- Move one of your bees using two letter cards
- Move someone else's bee ONE CELL BACKWARDS using two letter cards making a three-letter word
- Move your bee from an innermost cell into the centre of the hive.

## MOVEMENT

Players draw two random letter cards. Make a word using the letters on the cards and one letter in the hive. The letter in the hive is the destination for the bee. Eligible letters are those on the cards plus the destination cell's letter on the board. A bee can only move to that destination cell.

If only two letters are shown on the two cards, try to form a three-letter word using any letter in an adjacent cell (destination). When a valid word is made, call out the word. If valid, the player's bee moves onto the destination cell.

If three or four letters are shown on the two cards, try to form a three, four or five letter word as follows:

3-letter word: move only to an adjacent cell

4-letter word: use any cell's letter that is two cells away

5-letter word: use any cell's letter that is three cells away.

When your bee is on one of the innermost cells, you can move the bee into the middle of the hive on your next turn. You do not need to draw two letter cards to move that bee.

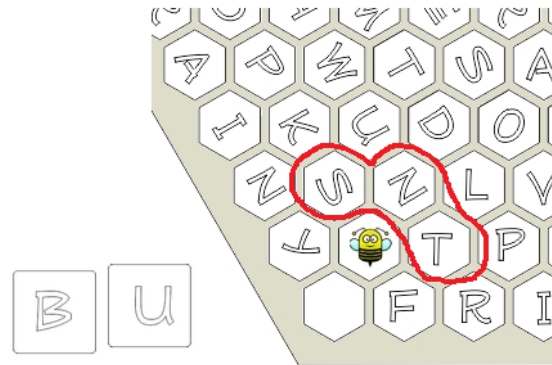
Note that a bee's first move into the hive can be onto any letter on the edge of the board that makes a word.

## WINNING

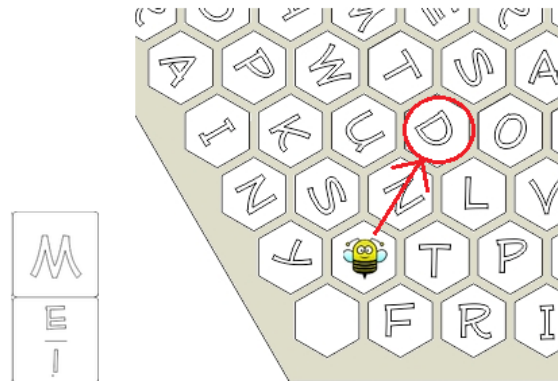
The first player with all their bees in the centre of the hive is the winner.

## MOVEMENT EXAMPLES

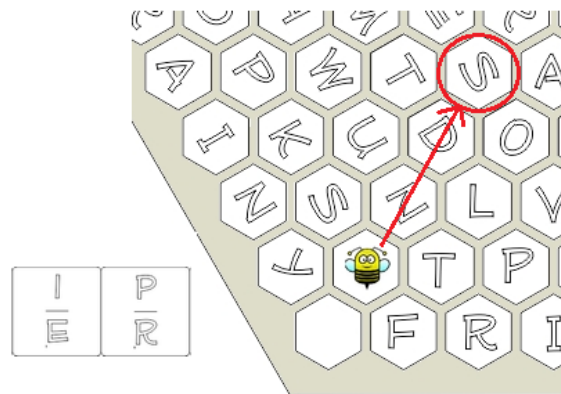
Make a **three-letter word** using an adjacent letter. In this example, B and U are the letters on two cards. By using adjacent letters, valid words are SUB, BUN, BUS, BUT, TUB, BUY. The bee can move forward onto the cell with S, N or T only. There is no point moving your bee backwards to make BUY. However, if this was an opponent's bee, then making BUY and moving the bee onto the 'Y' would be a valid move.



Advance to making a **four-letter word** using a letter that is two cells away. You have a choice of using three or four letters, so valid words are MEN, MET, DIME, LIME and MILE. The bee should move to the furthest cell with 'D' by calling out DIME.



Older kids can make a **five-letter word** using a letter that is three cells away. In this example, there is a choice of using three, four or five letters, so possible words are: SIR, FIR, FIRE, SIRE, PIT, PIN, PINE, PEN, PET, PEP, RIDE, TIRE, PILE, TRIPE, RIPEN and SPIRE. The bee should move to the furthest cell 'S' by making SPIRE (PIERS).



Alternatively play **Buzz Out** by placing all players' bees in the centre - the winner will be the first player to get all their bees out before the others!

# BEE FIRST MATH

**Bee First - Math** is a numeracy game where players make simple math equations to move their bees through a hive. Use the game to improve any child's mathematics skills.

## COMPONENTS

- Hexagonal board with lettered cells representing the hive
- Three sets of three bees with different colours (additional sets are available)
- Deck of number cards.

The hexagonal board is made up of hex-shaped cells with numbers. Bees move between these cells, starting from outside the hive and making their way to the very centre.

## PREPARE TO PLAY

- Decide how many bees each player will use – one for a short game.
- Shuffle the letter cards and place them face down between players.
- Place all bees outside the hive.

## HOW TO PLAY

On your turn, perform one of the following actions:

- Draw three cards and move one of your bees to an ADJACENT or NEARBY cell
- Draw three cards and move someone else's bee one ADJACENT backwards
- Move your bee from an innermost cell into the centre of the hive.

## MOVEMENT

Players draw three random number cards. Form an equation using two or three of the numbers and call it out so all players validate your equation. The valid equation can be the addition, subtraction, multiplication or division using only the numbers on the cards. The solution of the equation must match a number on an adjacent cell or nearby cell. A nearby cell is two over from the bee.

To move a bee onto an **adjacent** cell, you can use any two or all three numbers from the cards.

To move to a **nearby**, non-adjacent cell, you must use all three numbers.

A bee can only move to that destination cell whose number matches an equation's solution.

When your bee is on one of the innermost cells, you can move the bee into the middle of the hive on your next turn. You do not need to draw cards to move that bee.

Note that a bee's first move into the hive can be onto any number matching an equation's solution on the edge of the board.

## WINNING

The first player with all their bees in the centre of the hive is the winner.

## MOVEMENT EXAMPLES

With 4, 8 and 15 drawn, the bee can move onto the **adjacent** 4 using the simple equation:

$$8 - 4 = 4$$

The bee can also move to 11 using  $15 \text{ minus } 4 = 11$ .

To move backwards to the 3, use  $15 - 8 - 4 = 3$ .

To move the bee to the **nearby** cell with 19, you must use three numbers. In this case, the valid equation would be:

$$2 + 7 + 10 = 19.$$

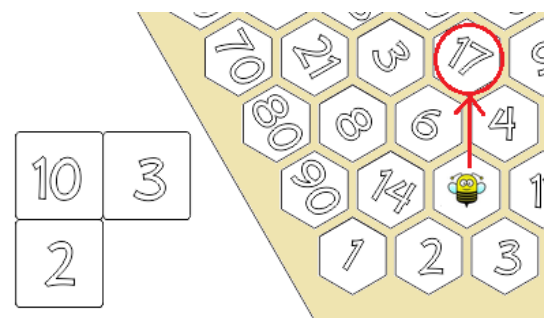
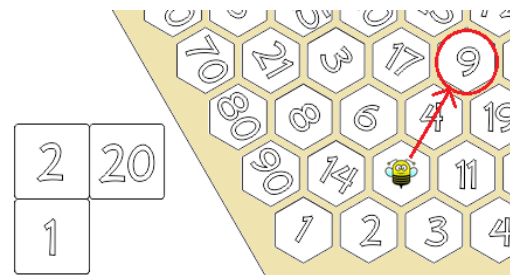
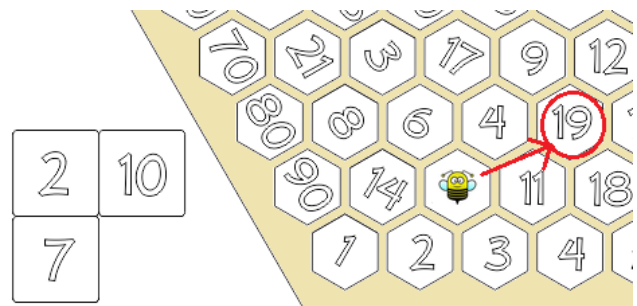
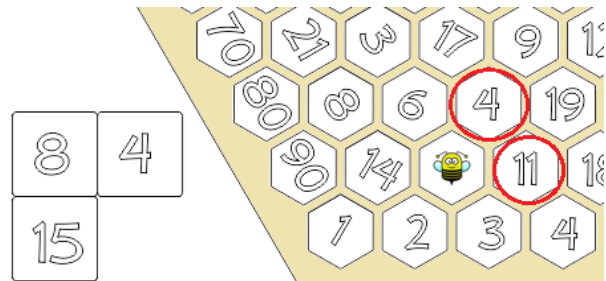
To move the bee onto the **nearby** 9, using BEDMAS rules, the equation would be:

$$(20 \text{ divided by } 2) \text{ minus } 1 = 9.$$

Using the three numbers 10, 3 and 2, the bee can move to the **nearby** 17 using the equation:

$$(10 \times 2) - 3 = 17.$$

*The bee can also use  $2 \times 3 = 6$  for an adjacent move.*



Alternatively play **Buzz Off** by placing all players' bees in the centre - the winner will be the first player to get all their bees out before the others!