



# Nectarworks



## Bumblebee Drive

**Timing:** 15 minutes +, depending how many rounds you play

**Organisation:** Equal numbered groups

### Learning Outcomes

Bumblebees are insects

Bumblebees have a head, thorax, abdomen, 6 legs, 2 antenna & 4 wings

Identify the numbers on the dice as numerals and match to the body parts of the bumblebee

Add up numbers and calculate their score

Working together

There are 3 different worksheets for this activity

- One for EYFS, that has a bumblebee picture that the children colour in as they throw the matching numbers
- One for children that may need some support drawing bumblebees
- One for children who want to draw their own bumblebee

### Resources

Bumblebee worksheet for each child.

Pencil for each child.

One dice per group.

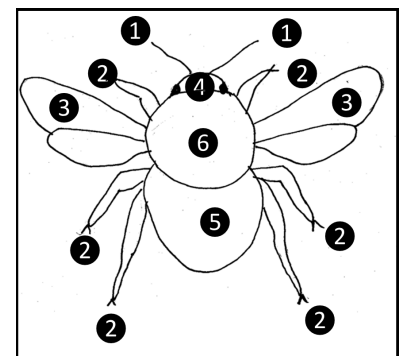
A plastic cup for shaking the dice per group

### Setting the Scene

The aim of the game is to be the first player to draw a complete bumblebee.

The body parts are each given a number

1 – Antenna    2 – leg    3 – wing  
4 – head    5 – abdomen    6 – thorax



You must throw a 6 for your thorax before you can add any other body part. Antenna may only be added once a 5 is rolled for a head.

This project is co-ordinated by the North Pennines AONB Partnership and is funded by:



## **Activity**

Split the class into equal sized groups to make the game fair. The children can play the game individually or as a team. Start the game by calling “ready, steady, bumblebee”. The dice is thrown by each child in turn, the faster the dice is thrown the more chance that group has of producing the winner. Players take turns to roll a dice. They must throw a 6 first for the thorax before they can add any other part and cannot add the antenna until they have thrown a 4 for the head. They may only add the correct number of body parts to their bumblebee, for instance only 2 wings. A further throw of number 3 results in the dice being passed on. Some children’s bumblebees will be drawn quite rapidly; others will be unable to throw the right numbers to complete their bumblebee.

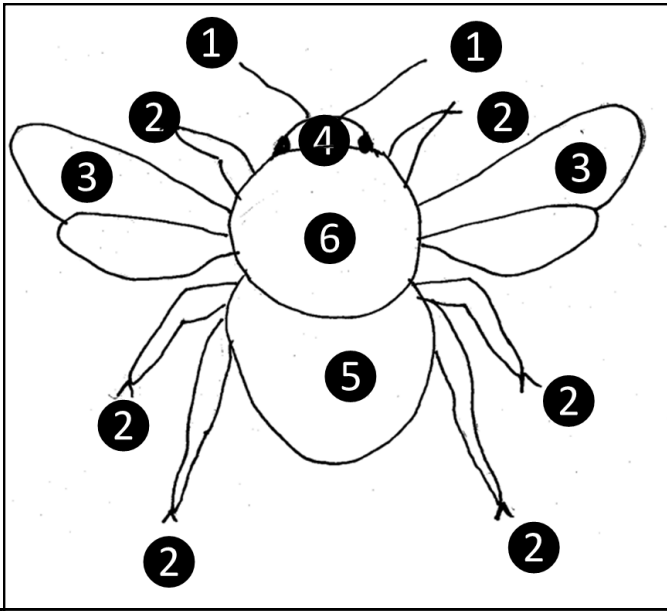
The first child to complete their picture calls out “BUMBLEBEE” and everyone else stops immediately.

Everyone adds up their score for their bumblebee and

- the highest score wins or
- the highest score on each table moves clockwise to the next table and the lowest score moves anti-clockwise to the next table. Settle any equal scores by rolling the dice. The game can then be repeated for a maximum of four times until the worksheet is filled.

## **Conclusion**

The child with the highest score at the end is crowned Bumblebee Champion!



# Bumblebee Drive

Throw the die in turn.

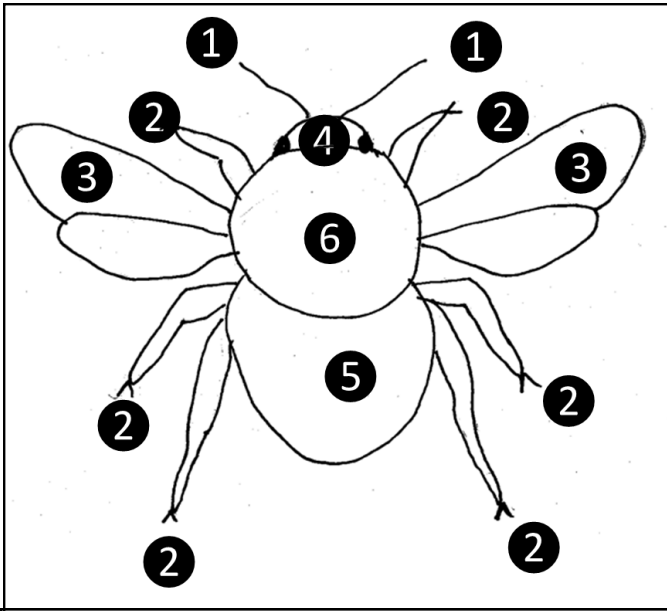
You must throw a 6 for your thorax before you can

add any other body part. Antenna may only be added once a 4 is rolled for a head

Name

Score





# Bumblebee Drive

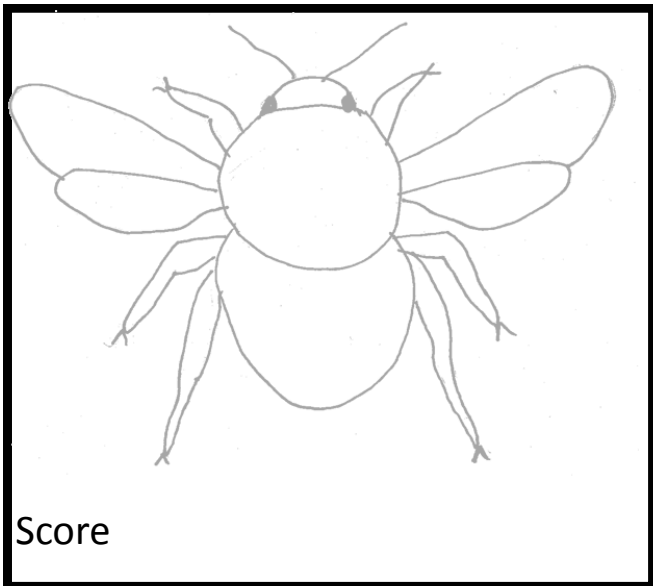
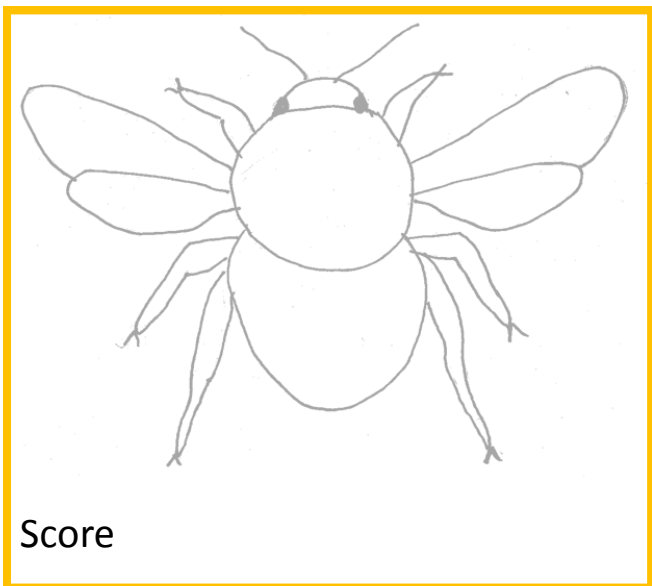
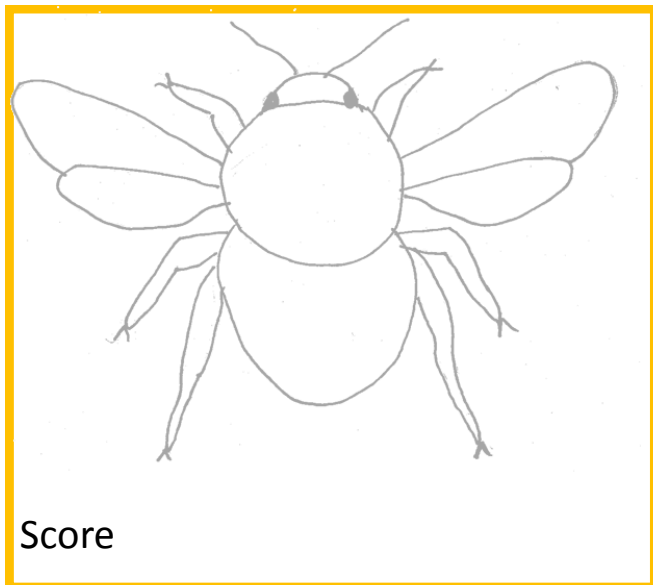
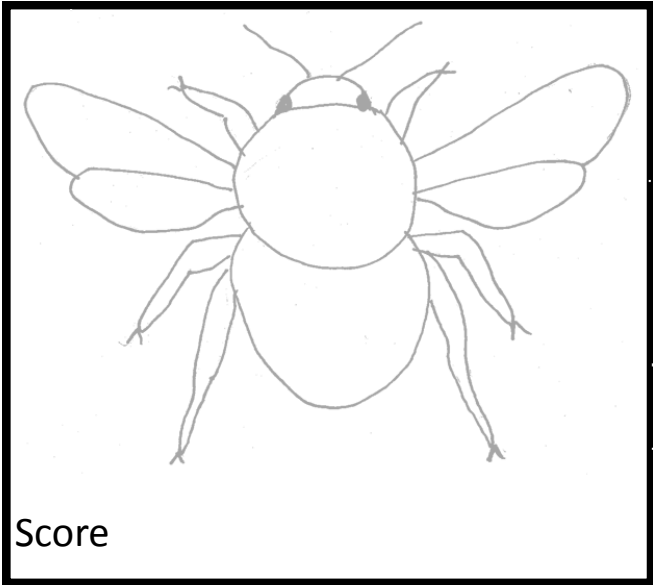
Throw the die in turn.

You must throw a 6 for your thorax before you can

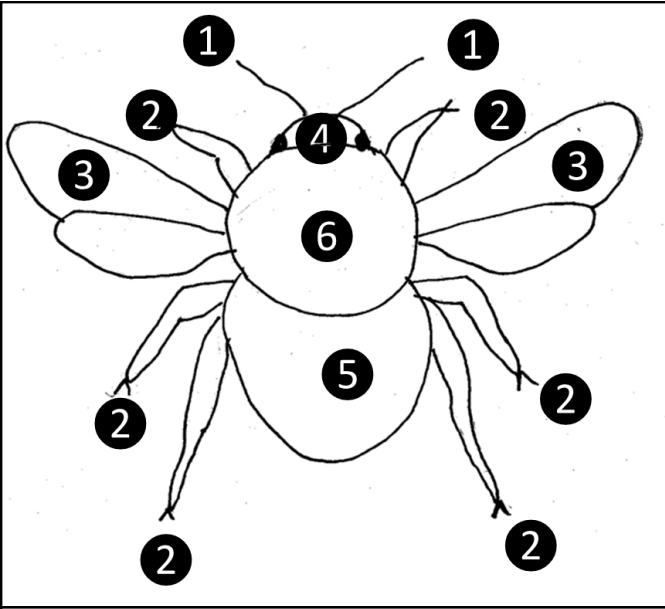
add any other body part. Antenna may only be added once a 4 is rolled for a head

Name \_\_\_\_\_

\_\_\_\_\_



Total Score \_\_\_\_\_



# Bumblebee Drive

Throw the die in turn.

You must throw a 6 for your thorax before you can

add any other body part. Antenna may only be added once a 4 is rolled for a head

Name

Score

Score

Score

Score

Total Score