

closet and collect a milk carton. Collect 2 milk cartons and you get to choose a bone of your choice from the closet on your next turn. Return the milk cartons to the pile. The first person to assemble a complete skeleton correctly wins.

Skeleton Scramble

Separate the skeleton models into 4 complete piles. Each pile should have a complete set of bones to assemble one skeleton. Pass out one of each pile of bones to each player or team. Fastest player or team to assemble a complete skeleton correctly wins!

Bone Quiz

Use the T/F question cards to play a quiz game as a whole class. The teacher will read a T/F question to the class. The first student or team to answer correctly earns a point or a bone. The student or team with the most points or complete skeleton at then end of the game wins! Create your own T/F question cards to focus on more specific skeletal system questions that you may be studying.

Original Game Concept by Jim Bado



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Skeletons in the Closet™

6 Games in 1

Figures and labels on the cover include: section 3b, skull section view 3a, spinal cord, fig. 2a, section 4b, and femur.

Game features six challenging games with varying levels of difficulty. Games can be played with a small group or a whole class.

Components:

4 Skeleton Models
4 Skeleton Game Boards
30 Closet Cards
10 Milk Carton Cards
Closet Box
50 True/False Question Cards
Double Sided Spinner

Note:

Each bone is labeled with a letter to help identify each bone and assemble the skeleton faster. Use the diagram in the box to help with the identification and correct location of each bone.

Skeleton 16

Goal: To be the first one to assemble a skeleton with the bones in the closet by answering true/false questions.

Set up: Players start with an empty skeleton board. All skeleton pieces should be in the closet disassembled. Use spinner side **B** for challenging game play. Use spinner side **A** for easier game play. Youngest player spins, first, with play proceeding clockwise.

1. Play begins with the person to your left drawing a True/False card and asking you a question.
 - If you answer the question incorrectly, return the card to the bottom of the pile, play moves to the next player.
 - If you answer the question correctly, return the card to the bottom of the pile and spin the spinner to determine what bone to take from the closet.
2. Say the name of the bone that was spun and collect it from the closet. If you do not name the bone correctly, play goes to the next player.
3. If you spin a bone that you do not need, draw a closet card and follow the directions.
4. Drawing a "take a milk" card earns you a milk carton to protect your skeleton.
 - If another player asks you for a bone, you can use your milk carton to stop them.
 - If you draw a "give a bone to another player" or a "break a bone" card, you can use your milk carton to stop these actions.
 - If you have two milk cartons, you can trade them in for any bone you need on your next turn in addition to taking your turn.
 - Once a milk carton is used, return it to the pile.
5. The first person to build a complete skeleton correctly wins.

Build a Body

Goal: To be the first one to assemble a complete skeleton with the bones in the closet.

Set up: Players start with an empty skeleton board. Use spinner side **B** for challenging game play. Use spinner side **A** for easier game play. Youngest player spins, first, with play proceeding clockwise.

1. Spin the spinner to determine what bone to pull from the closet.
2. Say the name of the bone that was spun and collect it from the closet. If you do not name the bone correctly, play goes to the next player.
3. If you spin a bone that you already have, draw a closet card and follow the instructions.
4. Drawing a "take a milk" card earns you a milk carton to protect your skeleton.
 - If another player asks you for a bone, you can use your milk carton to stop them.
 - If you draw a "give a bone to another player" or a "break a bone" card, you can use your milk carton to stop these actions.
 - If you have two milk cartons, you can trade them in for any bone you need on your next turn.
 - Once a milk carton is used, return it to the pile.
5. The first person to build a complete skeleton correctly wins.

Bare Bones

Goal: Be the first player to return all your bones to the closet while learning the names of the bones and their location in the skeletal system.

Set up: Assemble a skeleton on a skeleton board for each player. Use spinner side **B** for challenging game play. Use spinner side **A** for easier game play. Youngest player spins first, with play proceeding clockwise.

1. Spin the spinner to determine what bone you need to return to the closet.
2. Say the name of the bone that was spun and return it to the closet.
3. If you land on a bone that you have already returned to the closet, you receive a milk carton.
4. When you have two milk cartons, you can return any bone to the closet along with the two milk cartons as your next turn.
5. First player to return all their bones to the closet wins.

Name that Bone

Pull a bone from the closet without looking. Name the bone. If you name it correctly, you get to keep the bone. First one to build a complete skeleton wins. If you pull a bone that you already have, return it to the