



Short Activity  
Ages 6–8  
30–60 minutes

## Beetle (UK)

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### Description

Beetle is a British game in which one draws a beetle in parts. The part drawn is decided by the roll of a die. Players take turns rolling and the first player to draw all the beetle parts wins.

### Number of Participants

For a minimum of 1 participant

### Space Considerations

An open space (indoors or outdoors), either on the ground or with tables and chairs

### Competencies

- Development of fine motor skills
- Eye-hand coordination
- Following directions
- Logic and sequencing
- Understanding shapes

### Materials

- Paper
- Pen or pencil
- Dice
- Card stock (optional)

### Preparation

- Print beetle templates (legend and body parts)
- Optional: Prepare paper die if using that format

## Implementation

How to Play (Source: [Wikipedia](#))

1. Players roll a die in order to draw a part of the beetle.
2. The body must be drawn first before any other body parts, therefore a player must roll the number corresponding to the body in order to start drawing the beetle.
3. The head must be drawn before the eyes and antennae.
4. The traditional rolls are:
  - 6 is for the body, of which there is one (must be drawn first)
  - 5 is for the head, of which there is one (must be drawn before the eyes and antennae)
  - 4 is for a wing, of which there are two
  - 3 is for a leg, of which there are six
  - 2 is for an antenna, of which there are two
  - 1 is for an eye, of which there are two

**Note:** Before starting, players can choose to change which body part corresponds to each number on the die. Mark these changes on the legend template.

5. The first person to complete the beetle drawing wins.

## Accessibility Considerations

- Give participants the option to work in groups or alone, as they prefer.
- Use larger dice, such as paper dice made with the template included or foam dice (can be purchased at dollar stores).
- Instead of dice, use one of the following options:
  - Spoons: Place 6 spoons with numbers attached to them in a cup. Players draw a spoon each turn to determine their number.
  - Playing cards: Create a set of six cards (Ace to 6). Players randomly draw a card each turn to determine their number.
- Pre-cut the beetle pieces from the template provided.
- Add tactile features to the template pieces, using materials such as:
  - Playdough
  - Wikki Stix
  - 3D markers
  - Craft glue (once dried will become tactile)

## **Book Suggestions**

*The Button Book* by Sally Nicholls

*Do Not Eat the Game!* by Matthew McElligott

*Megabat Is a Fraidybat* by Anna Humphrey

## **Images and Templates**

- Legend of numbers for each part of the beetle
- Beetle parts
- Paper die (card stock is recommended)





