

Whatever the Weather

Setting up

- Players place their chosen counter on a start square on their board.
- Each player takes one of each weather card - sunny, rainy, snowy or windy. They will use these to predict the weather.

To play

- The youngest player begins by rolling the dice. This is the number of spaces that are available to move. The player then asks, 'What will the weather be today?'
- All the players place one weather card face upwards in front of them to show what they think the weather will be, i.e. sunny, rainy, snowy or windy.
- The player then spins the spinner. The players who have guessed the weather correctly move their counters the number of spaces shown on the dice.
- If a player lands on a thunderstorm after moving then they must go back to the start.
- Play then passes to the next person.

The winner

The winner is the first player to reach the pile of coins underneath the rainbow.



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