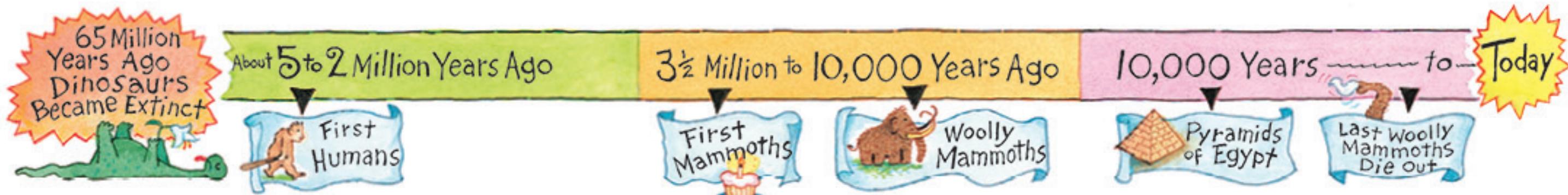


BURIED IN THE BACKYARD

Woolly mammoths lived thousands and thousands of years ago during the Ice Age, long after the dinosaurs, but around the same time as the first people. It's hard to believe that anything thousands and thousands of years old would still be around, but bones have survived! Scientists study bones to learn more about animals that lived a long time ago.



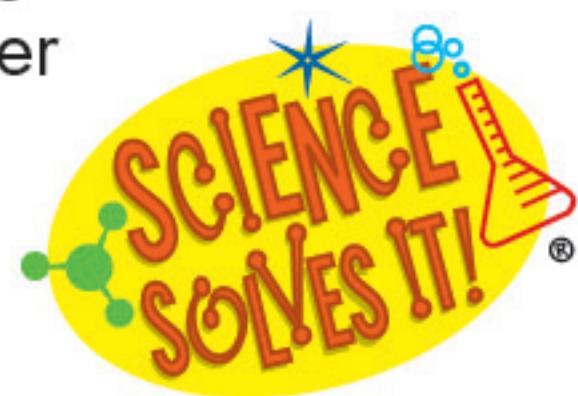
DIGGING IN THE DIRT

Supplies:

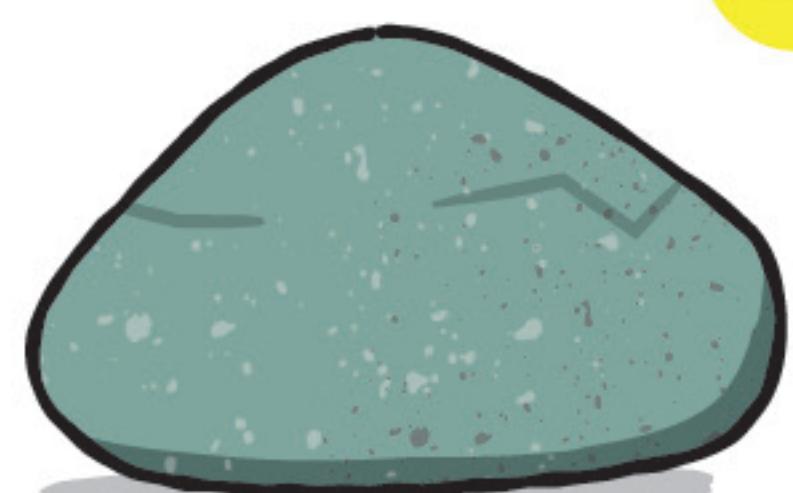
- A set of Digging in the Dirt cards
- A dice with 6 sides

1. Shuffle the Digging in the Dirt cards and place them facedown in a pile.
2. Each player takes a turn rolling the dice and pulls that number of cards from the pile.
3. The player places the cards face-up in front of them.
4. Players continue taking turns choosing cards and adding to their collections.
5. **To win:** Each bones card is worth 2 points, each rock card is worth 1 point, and a garbage card is worth 0 points. The mammoth card is worth 3 points. The person with the most points at the end of the game wins.

To play with 3 or more players: Instead of rolling the dice and choosing the number of cards rolled, players take one card if they roll an odd number (1, 3, or 5) and two cards if they roll an even number (2, 4, or 6).



DIGGING IN THE DIRT MATCHING CARDS



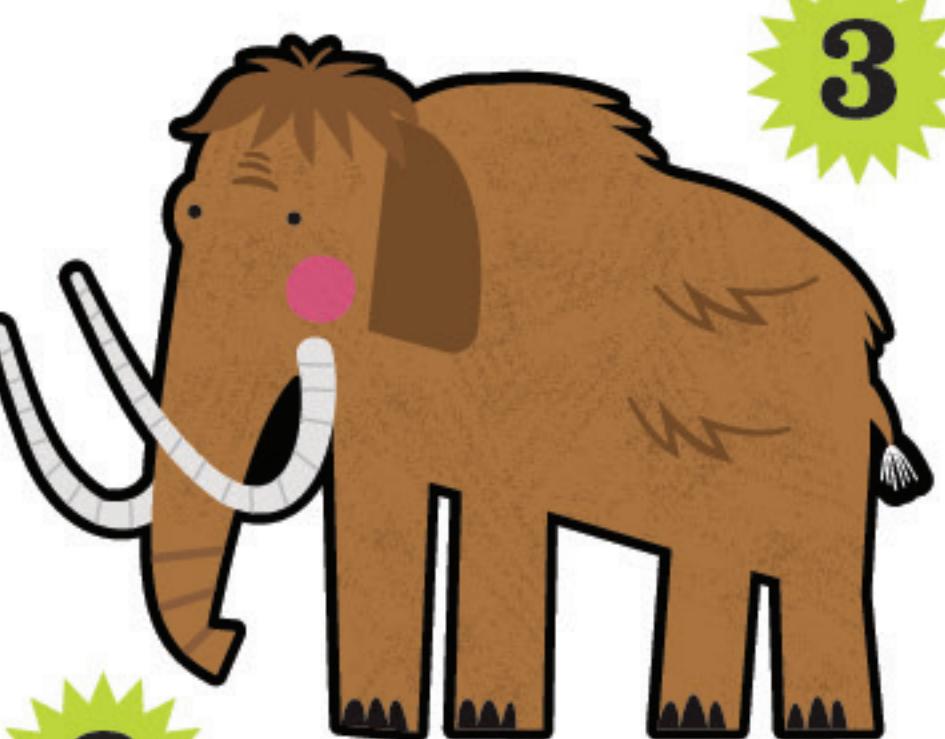
1

1 rock



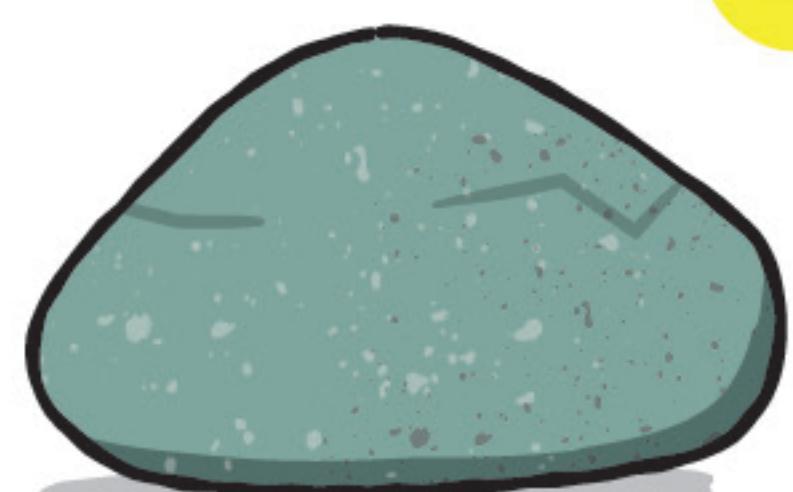
2

bones



3

3 mammoth



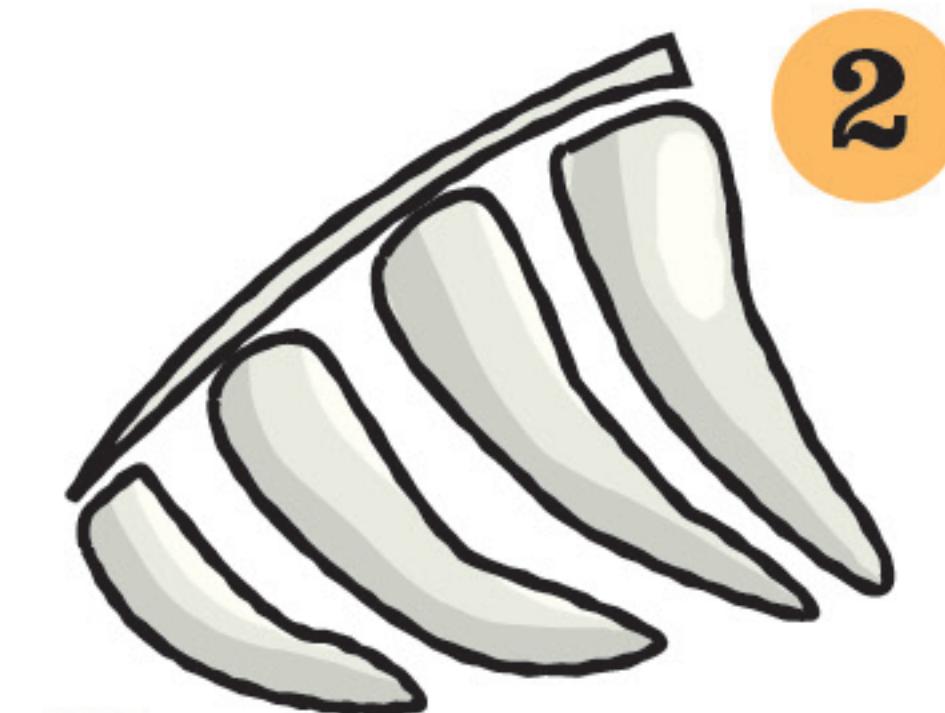
1

1 rock



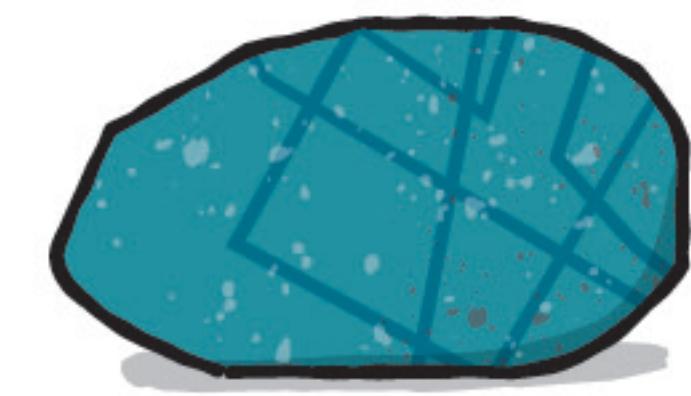
2

bones



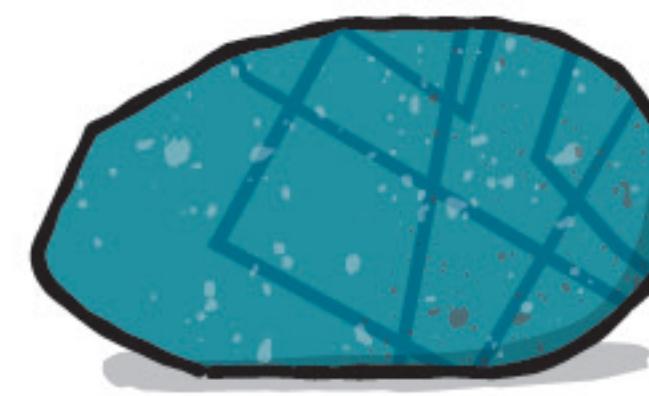
2

2 bones



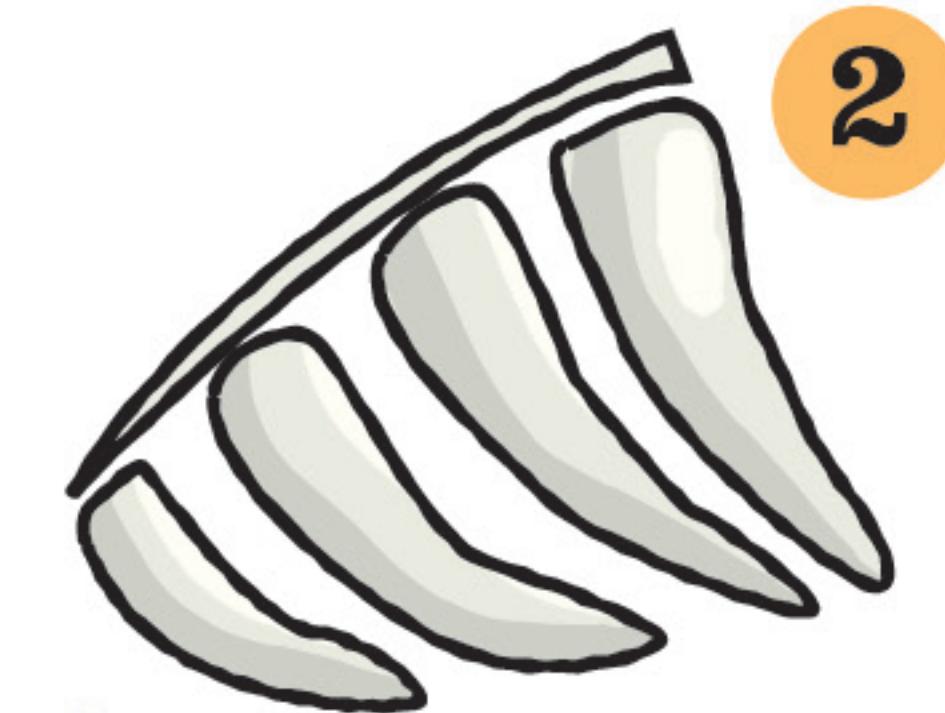
1

1 rock



1

rock



2

2 bones

With safety scissors cut along the dotted line.





1

1
rock



1
rock



1
rock



1

1
rock

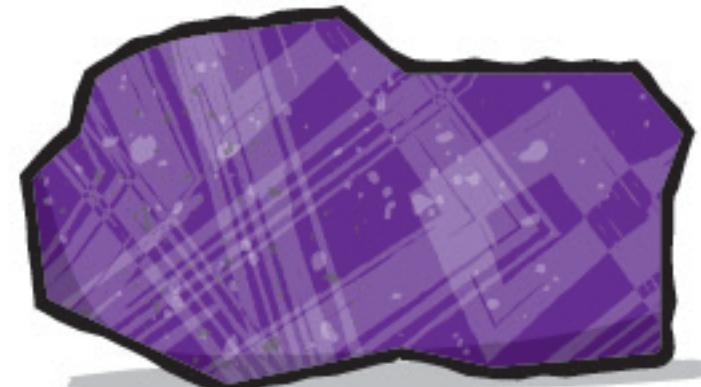


1
rock



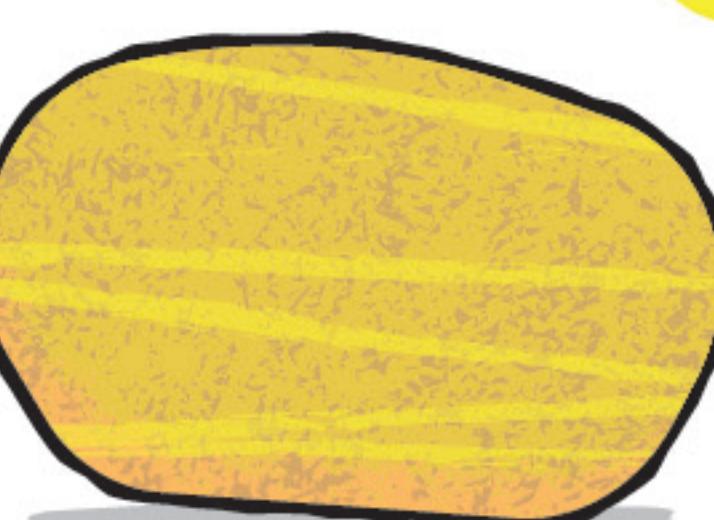
1

1
rock

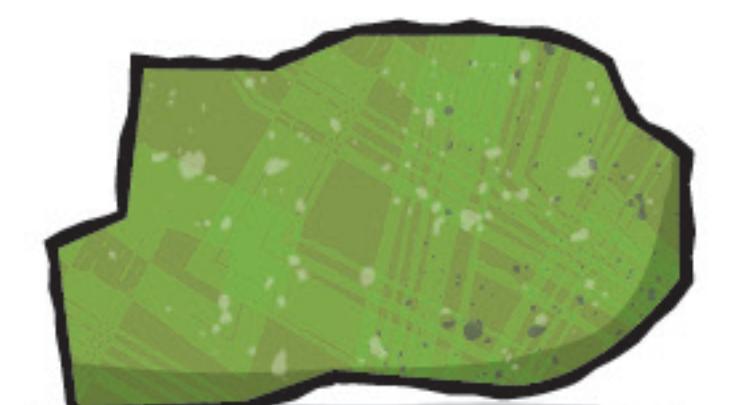


1

1
rock



1
rock



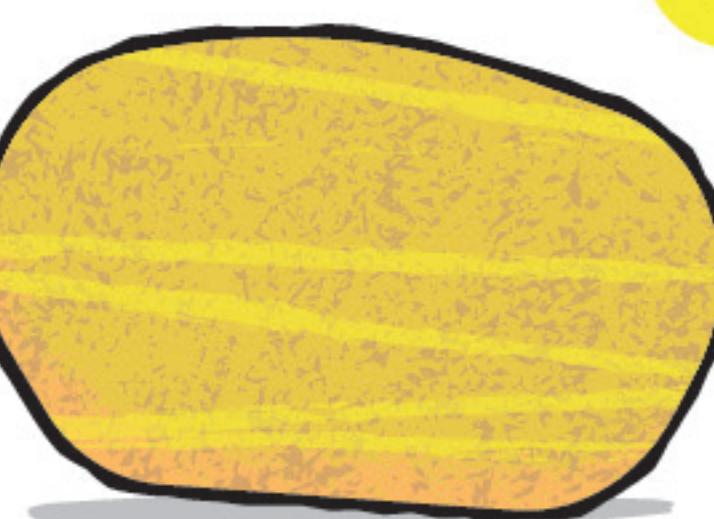
1

1
rock

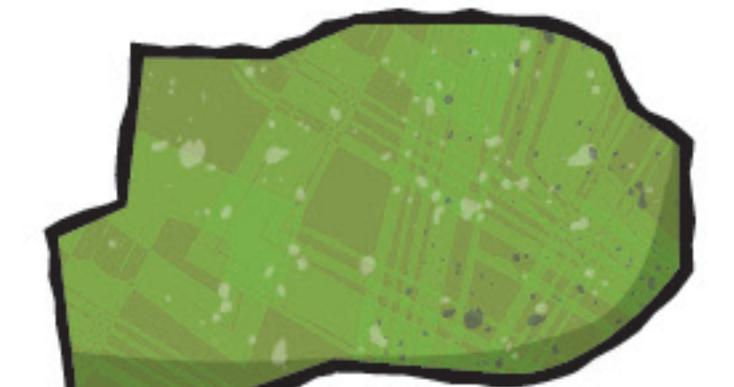


1

1
rock



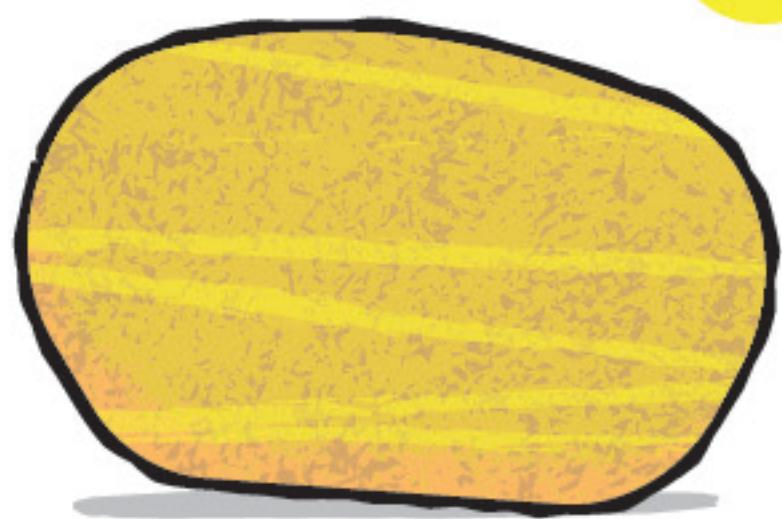
1
rock



1

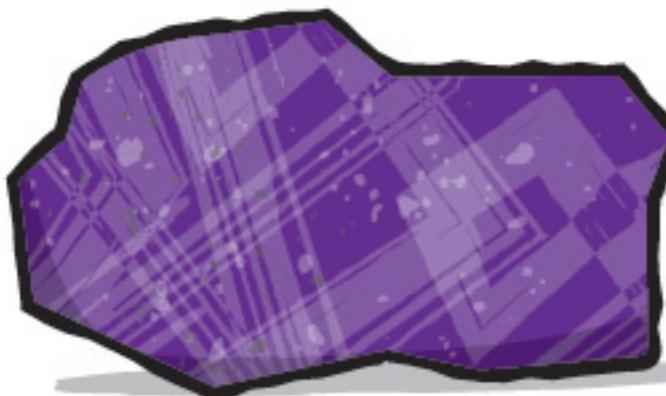
1
rock





1

1 rock



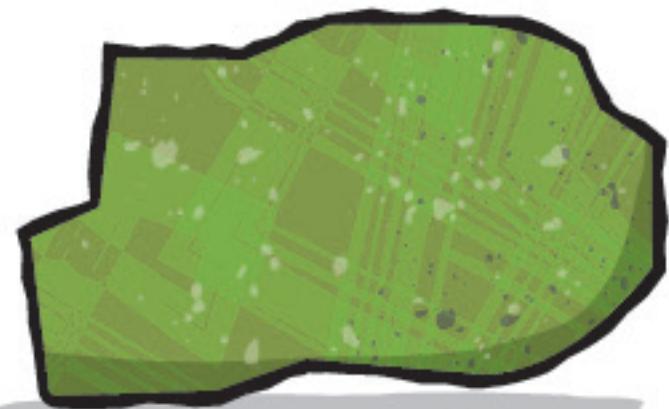
1

1 rock



2

2 bones



1

1 rock



1

1 rock



2

2 bones



2

2 bones



2

2 bones



2

2 bones



2

2 bones



2

2 bones



2

2 bones



0



0

garbage

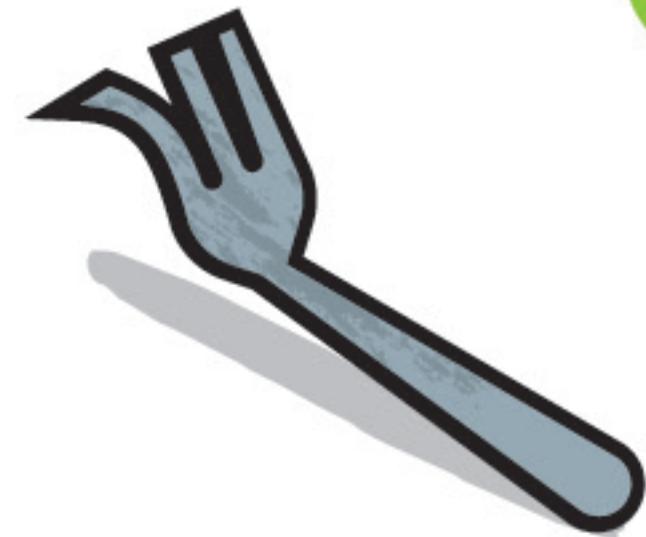
0



0

garbage

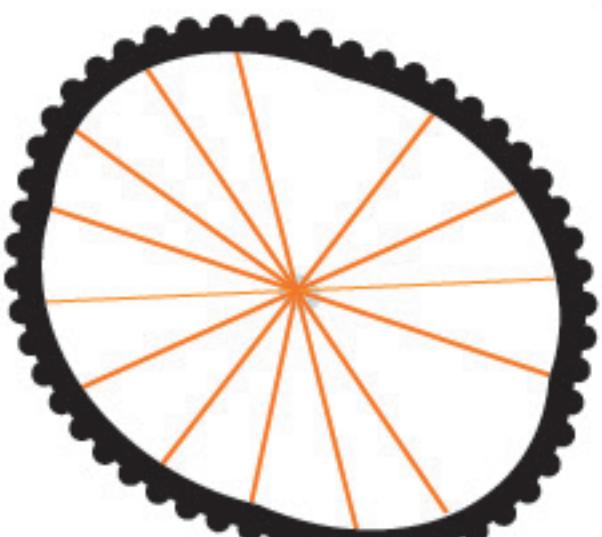
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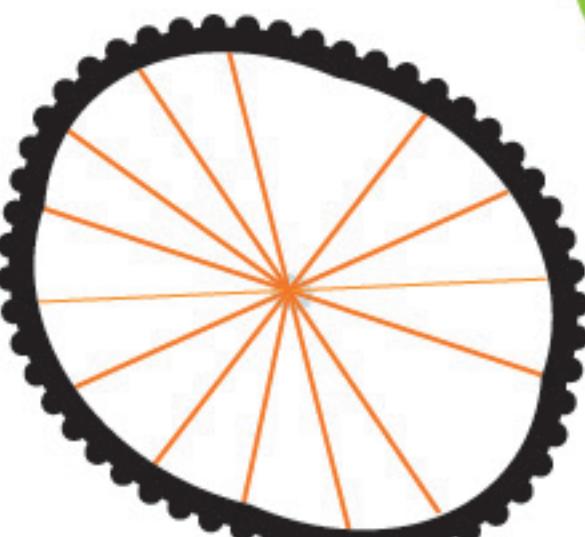
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garbage

0



0



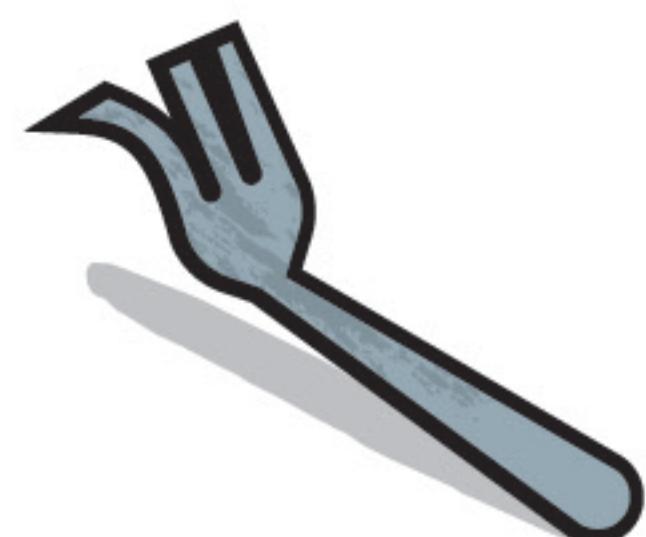
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garbage

0

garbage

0



0

garbage

0



0



0



0

garbage

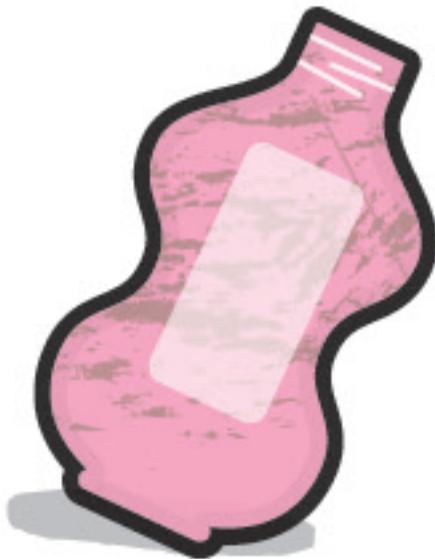
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garbage

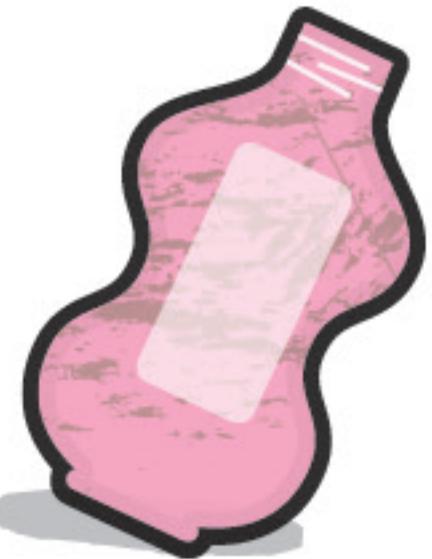
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garbage

0



0



0



0

garbage

0

garbage

0

garbage

