

Happy hens game: instructions (2 and 3)

What you need:

- An empty egg box per player
- One set of egg cut-outs (2) or (3) per player. For version 2, arrange all the eggs of the same colour into piles and place in the centre of the table. For version 3, arrange all the eggs with the same words into piles
- A 'spinner A' (mounted on card). Pierce the middle with a pencil and use this as a central point for spinning the card. A matchstick or dome-headed screw would also work well
- A 'spinner B' (as above)
- A *spinner B* key sheet

How to play:

- Play the game in small groups of no more than six players.
- The first player turns spinner A. If it lands on the caged hen, pass it to the next player. If it lands on the free-range hen, the first player can then turn spinner B.
- When the spinner has landed on a symbol, the player has to guess what the symbol means and choose the egg with the correct description. For example, if the spinner lands on the yellow house symbol, the player would pick up the egg that says "a comfortable place to live". They can use the spinner key to see if they are right.
- The player places the egg in their egg box. If they already have one of these eggs, they put the egg back into the pile and it is the next player's turn.
- If the spinner lands on the RSPCA Assured logo, the player picks up the egg with this symbol OR any other egg that they need.
- The winner is the first player to fill their box with the six different free-range eggs.

