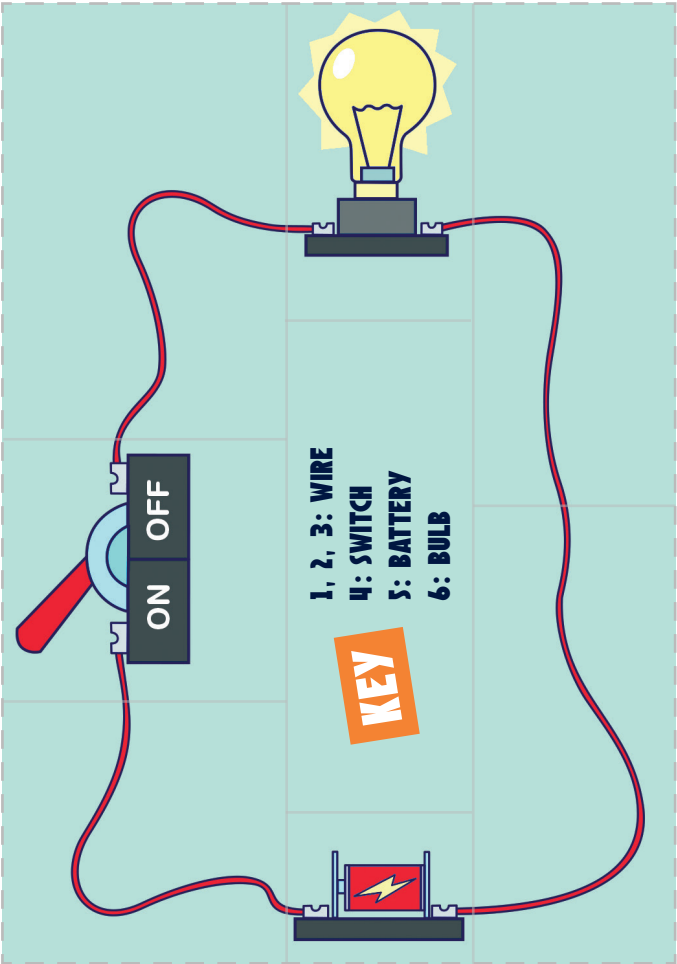
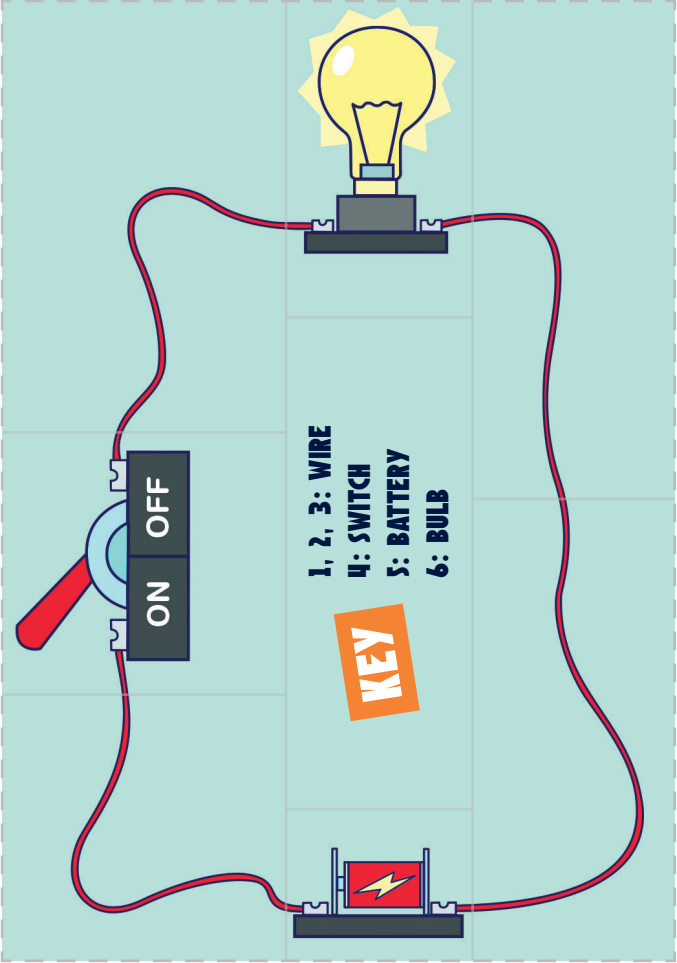


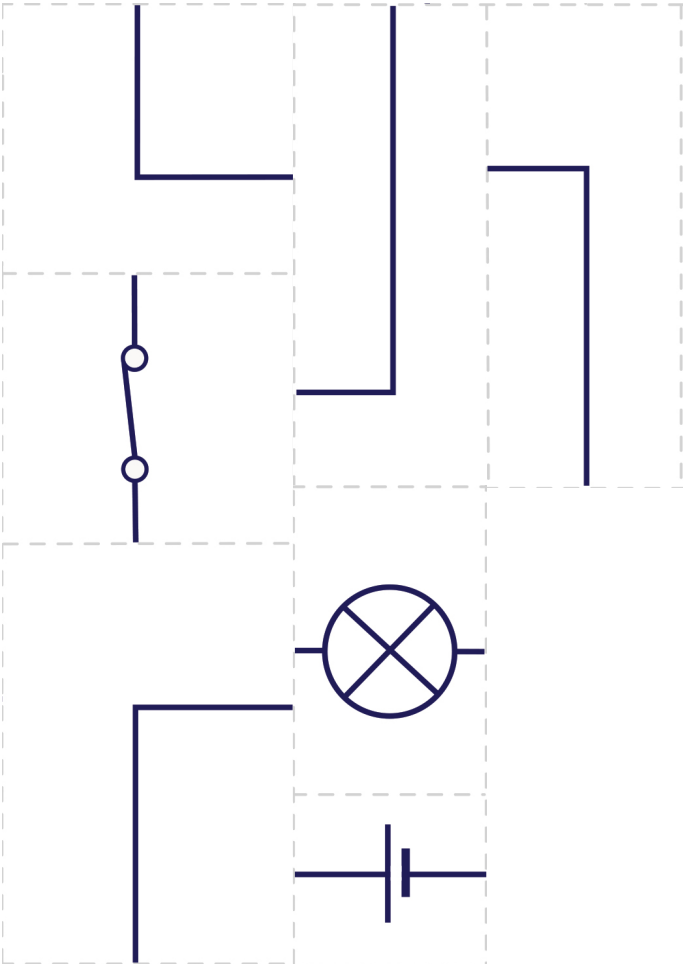
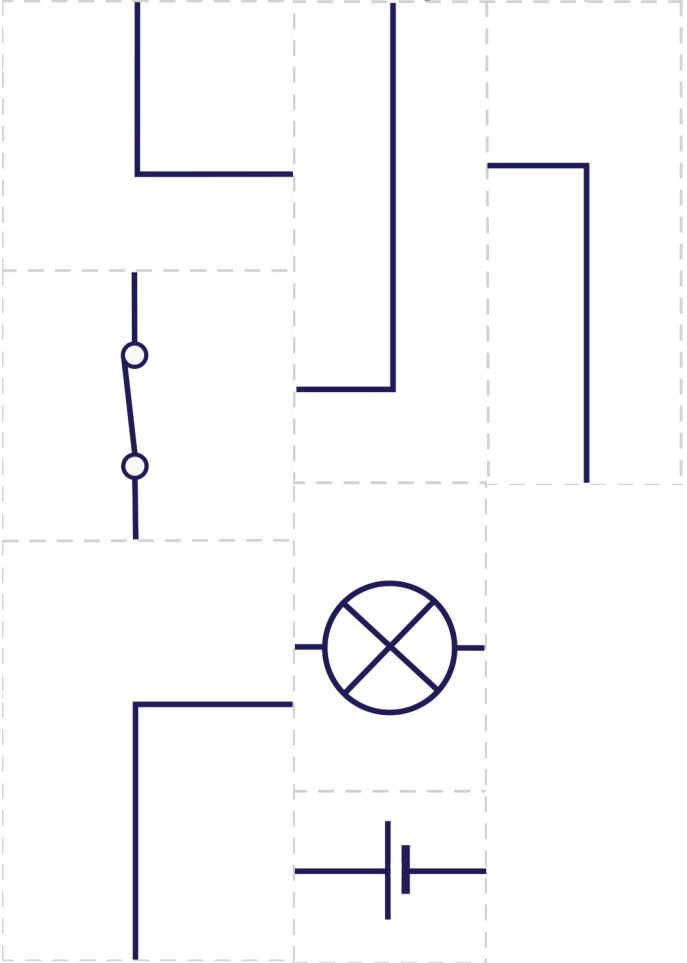


# COMPLETE THE CIRCUIT

Game boards (x 2)



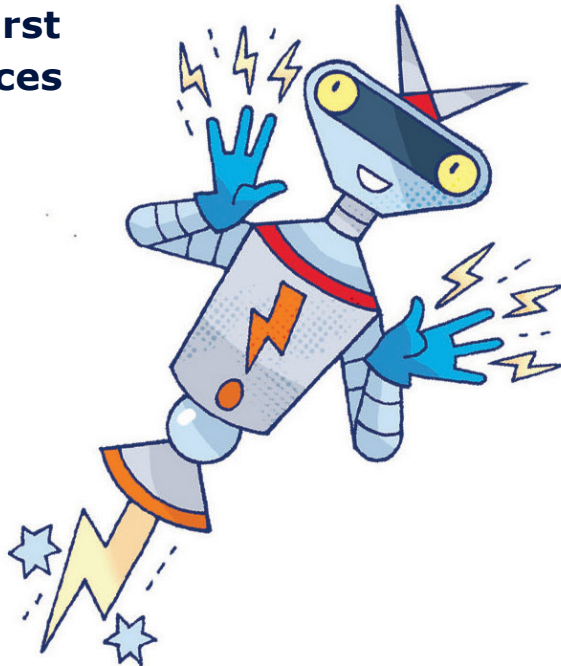
Game pieces (x 2 sets)



# COMPLETE THE CIRCUIT



**To turn on a lightbulb, you need a power supply, some conducting wires and an on/off switch. In this game, the first player to collect all the pieces and light up their bulb is the winner.**



## **You will need:**

- Scissors
- A dice
- Two players!

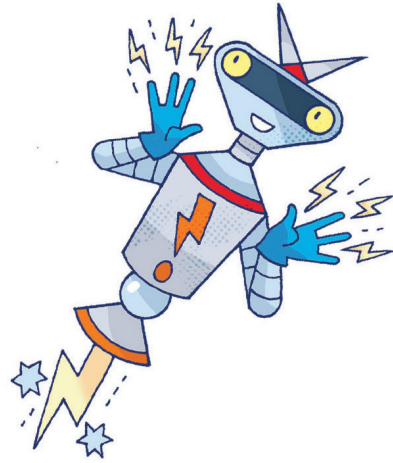
## **What you do:**

- 1.** Cut out the two game boards and the two sets of circuit pieces along the dotted lines. Each player gets one game board and one set of circuit pieces.
- 2.** Roll the dice to see who goes first – the highest score wins.
- 3.** Take it in turns to throw the dice.
  - If you throw a 1, 2 or 3, pick up a section of wire and place it on the matching area of your board.
  - If you roll a 4, pick up the switch and place it on your board.
  - If you roll a 5, pick up the battery and place it on your board.
  - If you roll a 6 and you haven't yet completed the rest of your circuit, you miss a turn. If you roll a 6 and you have completed all of the rest of your circuit, place the lightbulb on your board.
  - If you roll a number you don't need, you must wait until your next turn to try again.
- 4.** The first player to complete the circuit to light up their bulb is the winner.

# COMPLETE THE CIRCUIT

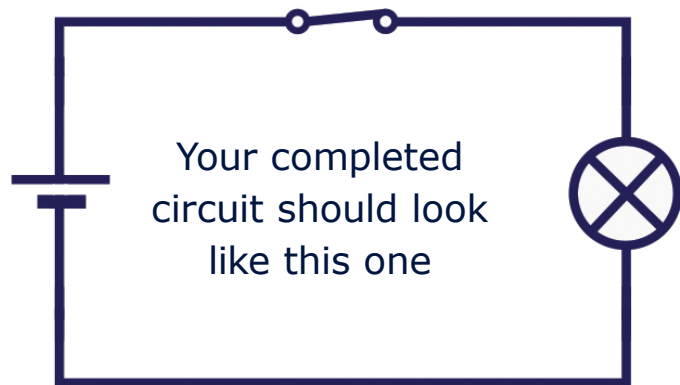


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