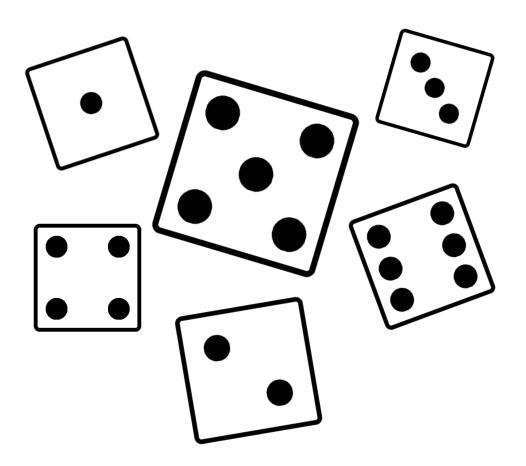
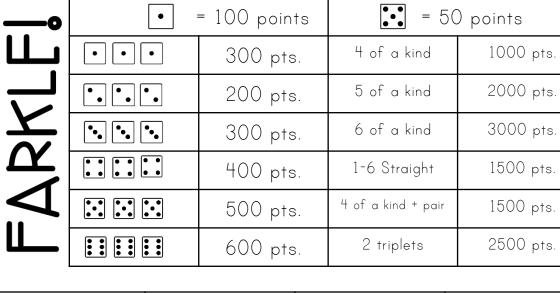


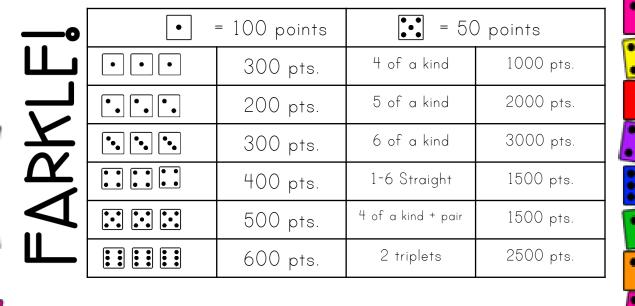
Recording Sheets and Helpful Hints for using Farkle in the classroom



A Third Grade Bookworm Freebie © 2012 Abby Spann

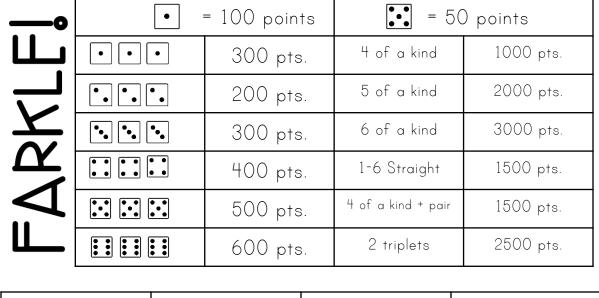


Player 1	Player 2	Player 3	Player 4

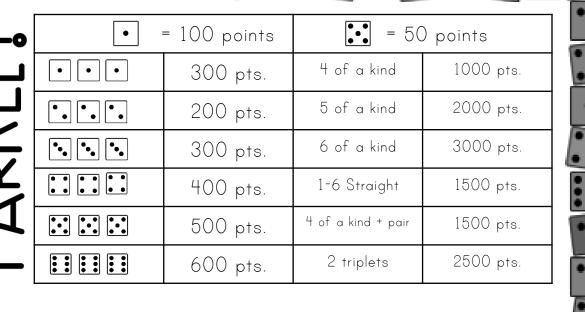


Rules to Remembers:

- 1. To begin, all players roll one Die. The player with the highest roll begins the game, with play continuing to the left.
- 2. You must score at least 500 points before you can "save" your points and begin recording a score.
- 3. You must remove at least one Die after each roll.
- 4. If you cannot set aside any Dice, that's a FARKLE! You lose your points for that turn only.
- 5. If you use all 6 Dice to create points, you can take an additional turn, but be careful you might FARKLE!
- 6. You begin the final round once someone has reached 10,000 or more points. Then each player gets one turn to try and beat their score.



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Player 1	Player 2	Player 3	Player 4	
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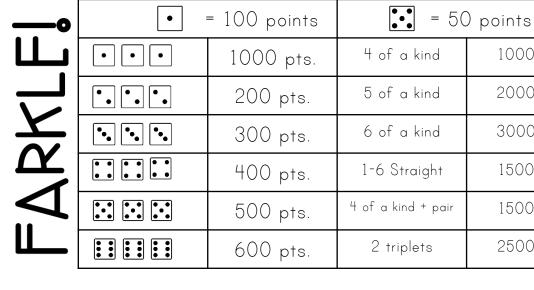
The next four pages are *exactly the* same as the previous four with ONE twist-a-rooney (per a very sweet request).

A roll of 3 ones will earn 1000 points if you play using the next set of pages. I thought it was a fun twist to a game I love playing with my family and my students!

Enjoy!







Player 1	Player 2	Player 3	Player 4

1000 pts.

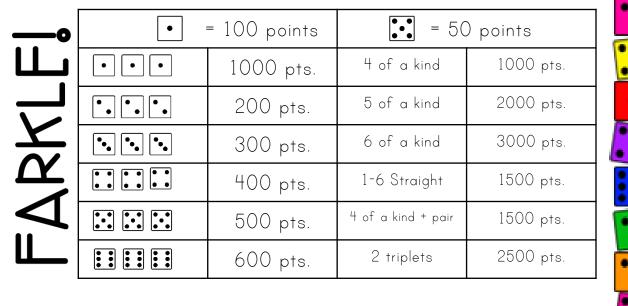
2000 pts.

3000 pts.

1500 pts.

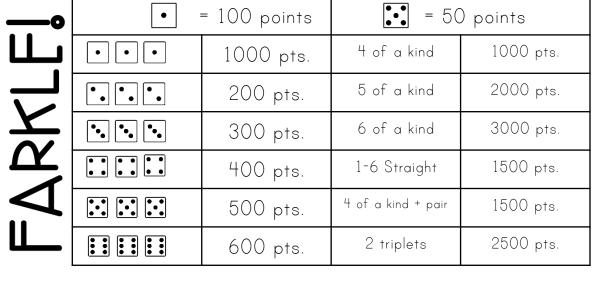
1500 pts.

2500 pts.

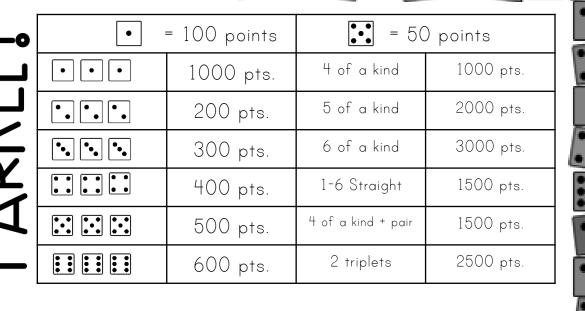


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I really appreciate your business and would be happy to respond to any questions, comments or concerns you have regarding this packet.

Feel free to email me at: thirdgradebookworm@gmail.com

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<u>Credits</u>



Graphics by L. Yates at Wild about Teaching!