

Giggles the Clown Science Tools

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For grades 3-5, Groups of 2-5

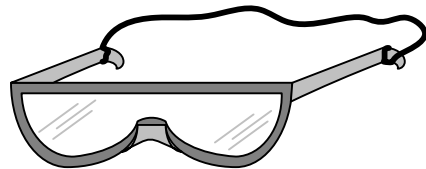
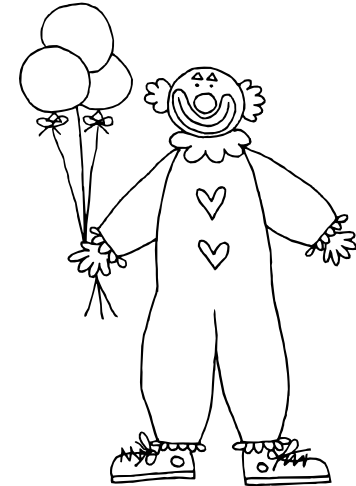
How to Play:

1. Take out the rules, answer key and cover card from the deck.
2. Shuffle the cards and deal one to each player until all the cards are gone.
3. Look at your cards to see if you have any matches (a science tool and a picture of the tool). If you do, put the cards down in front of you. Other players must verify that the cards go together.
4. The player to the left of the dealer begins the game by choosing one card out of the dealer's hand. If the card matches one already in the hand, the match can be put down and verified. The next player on the left then picks a card out of the hand of the person who just played. Play continues until all the cards have been matched.
5. The player left holding Giggles the Clown loses.

Answer Key

- | | |
|------|-------|
| 1-32 | 9-24 |
| 2-31 | 10-23 |
| 3-30 | 11-22 |
| 4-29 | 12-21 |
| 5-28 | 13-20 |
| 6-27 | 14-19 |
| 7-26 | 15-18 |
| 8-25 | 16-17 |

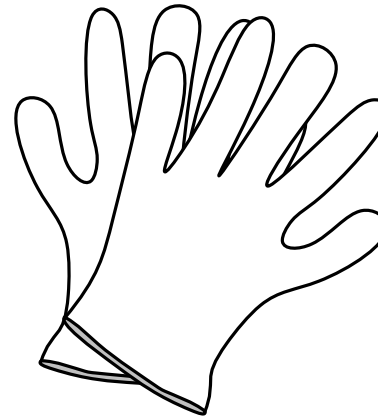
Giggles the Clown



1

goggles

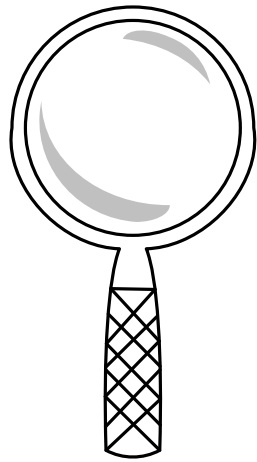
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2

gloves

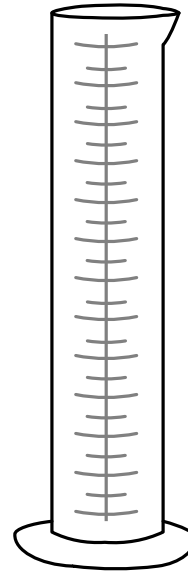
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hand lens

3

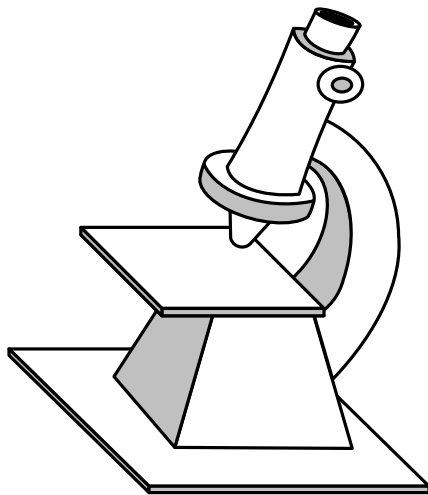
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graduated
cylinder

4

29



microscope

5

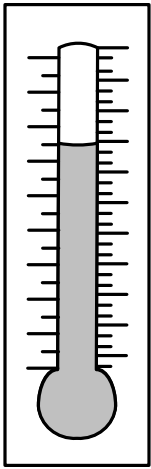
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eye dropper

6

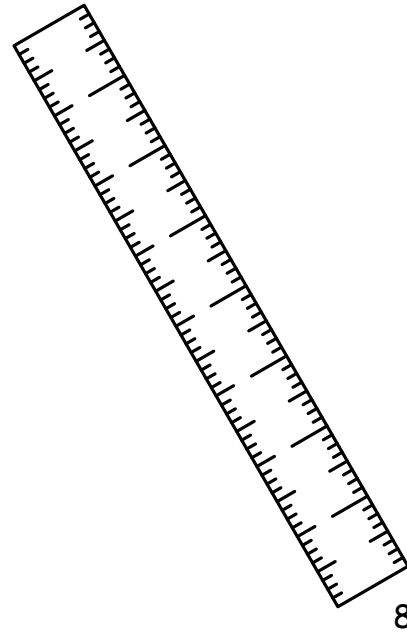
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thermometer

7

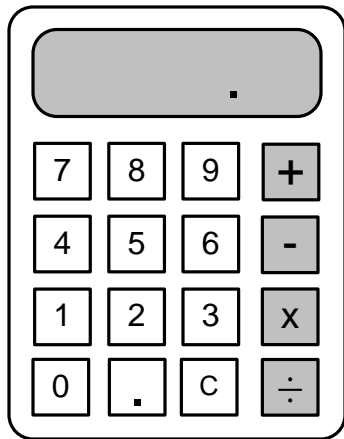
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ruler

8

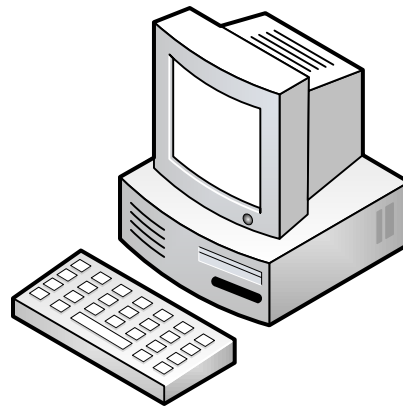
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calculator

9

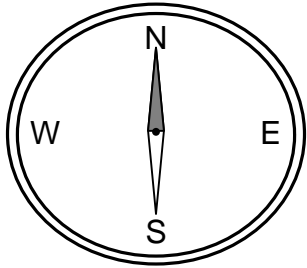
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computer

10

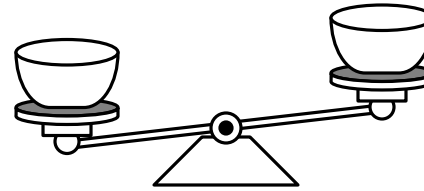
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11

compass

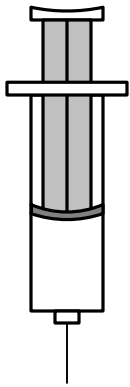
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12

balance

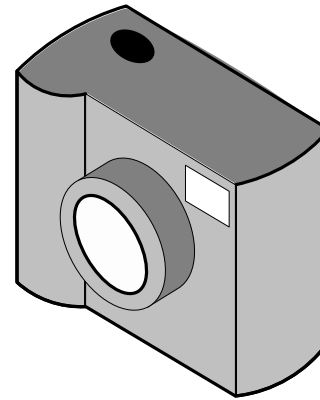
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13

syringe

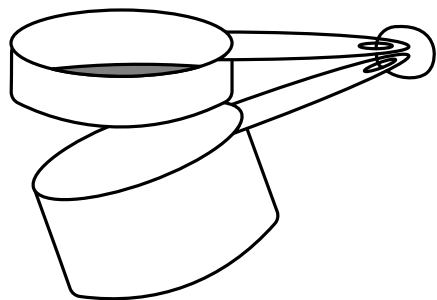
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camera

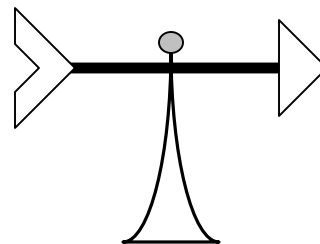
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15

measuring
cups

18



16

wind vane

17