SWARM!
The Honey Bee Game

In order to swarm and win the game:

• Survive 10 rounds
• Receive ≥ 7 HONEY BONUSES
• Receive ≥ 7 BROOD BONUSES

Establish the colony (game set-up)

Assign a role to each of your bees by rolling a die twice. Place each bee on your board in the appropriate cell, using the numbers in lower right-hand corner of the cells to guide you.

First roll
1, 2, or 3: YOUNG NURSE 1, 2, or 3
4, 5, or 6: Roll again (see below)

Second roll
1, 2, or 3: MATURE FORAGER 1, 2, or 3
4, 5, or 6: MATURE NURSE

Sum group’s Bee Points, report to Hive Leader

Count and report total number of Nurse and Forager Bee Points produced by your bees, depending on their roles (refer to symbols on board and code below).

- = each Larva symbol worth 1 Nurse Bee Point
- = each Honey Dipper symbol worth 1 Forager Bee Point

Record Environment Event

Establish the colony (game set-up)

Record HONEY Score

≥ 90%: You earned a HONEY Bonus!
< 90%: No bonus

Record BROOD Score

≥ 2: You earned a BROOD Bonus!
< 2: No bonus

Add new bees

If the hive received a BROOD Bonus, you may add as many new bees to your BROOD cell as there are dead bees in your DEAD cells.

Record reasoning

On your student sheet, write down why you decided to change or maintain bee roles.

Change bee roles

Optional: Bees in cells with dashed arrows may change between Nurse and Forager roles, or vice versa.

Age bees

All bees in cells with solid arrows must age by moving forward one cell. If a bee moves into a DEAD cell, leave it until next round.

Remove dead bees

Place dead bees from Dead cells into bee cup.
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= each Larva symbol worth 1 Nurse Bee Point

= each Honey Dipper symbol worth 1 Forager Bee Point

MATURE FORAGER

PRECOCIOUS FORAGER

YOUNG NURSE

MATURE NURSE

REVERTED NURSE

SWARM!