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: You earned a Young Nurse 1, 2, or 3, 4, 5, or 6: Roll again (see below)

Second roll
1, 2, or 3: You earned a Mature Forager 1, 2, or 3 4, 5, or 6: You earned a 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 environment event. An environment event may happen at the start of the game, but the event is random and not predetermined.

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.

Remove dead bees
Place dead bees from Dead cells into bee cup.

Age bees
All bees (in cells with a solid arrow) must move forward one cell in the direction of the solid arrow. If a bee moves into a Dead cell, leave it until next round.

Change bee roles
Optional: Bees (in cells with a dashed arrow) may change between Nurse and Forager roles, or vice versa, by moving in the direction of the arrow.

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

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The Honey Bee Game

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= each Larva symbol
worth 1 Nurse Bee Point

= each Honey Dipper symbol
worth 1 Forager Bee Point

MATURE
FORAGER

PREOCIOUS
FORAGER

YOUNG
NURSE

REVERTED
NURSE

MATURE
NURSE

DEAD

BROOD

YOUNG
MATURE
NURSE

1

2

3

4 5 6

DEAD

SWARM!