

Free project sheets available at [www.bfranklincrafts.com](http://www.bfranklincrafts.com)

## Game Boards

### Supply List:

- 12"x12" Unfinished Wood Frames
- Drill
- Paint for frame
- 12"x12" Tiles:
  - 3 Galvanized Tin
  - 1 Chalkboard
  - 3 Acrylic Sheets
- Ribbon to hang frames
- 19 Marbles
- 45 Magnets
- 24 Buttons (12 each of two colors)
- Quick Grip Glue
- Glue Stick
- 1" Circle Punch
- Plain Paper
- 2 colors for checker squares
- 2 colors for game backgrounds
- Painty Pen
- Black Sharpie
- Bistro Markers

### Directions:

Drill holes in top two corners of each frame. Paint your frames. Thread ribbon through and tie to hang frame.  
Note: We used two frames and placed two game boards back to back into each frame making them double sided (two frames equals four game board surfaces).

### Checkers

Cut two sheets of paper into 2 inch strips. Weave the strips together to create checker board. Glue your checker board onto tin tile. Place an acrylic sheet over the game board. Place your board into the frame. For game pieces glue your buttons onto magnets. Each player get 12 pieces of the same color. Note: If you glue your buttons on right you can make your game pieces stackable for kinging...make sure if you try to stack your magnets they don't repel against each other.

### Tricky Triangle

Punch out 15 one inch circles. Arrange into a triangle and glue onto a full sheet of plain paper. Glue game board onto tin tile. Place an acrylic sheet over the game board and place into frame. For game pieces, glue 15 marbles onto magnets.

### Hangman

Using a painty pen draw the gallows onto the upper right corner of the chalkboard tile. Place into frame and use bistro markers to play the game.

### Dot Boxing

Draw dots in one inch increments using a Sharpie or permanent marker onto galvanized tin. Place acrylic sheet over the game board and place into frame. Make a boarder for your game board using coordinating paper. Glue



magnets onto your bistro markers and place on the sides of your game boards.