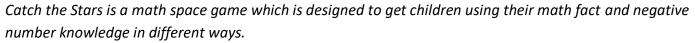
★ CATCH THE STARS-10 to 10 ★



It is a very good game to get children to think flexibly – many children will see three numbers on a dice and automatically want to add them up. This game teaches children to think about what numbers they could make using their dice roll.

Age range: 6th Grade+ **Number of players**: 1-4

Learning: Add, subtract, multiply and divide numbers 1 to 6; negative numbers

You will need

Each player will need a set of their own color counters:

- 2 player game 14 counters each ; 3 player game 10 counters each
- 4 player game 7 counters each
- Three dice

Instructions

- Take turns to throw the 3 dice.
- Use the numbers on the dice and your +, , x and ÷ skills to make one of the numbers on an uncovered star.
- Cover the star up with one of your counters you have caught it!
- If you can't make a number on one of the uncovered stars, or if you get the answer wrong, you give the dice to the next player.
- The winner is the player who has covered (or 'caught') the most stars when all the stars are covered up.

Example: If you roll a 3, 4, and a 5 you could cover up:

$$-2[5-4-3]$$
, $2[3+4-5]$, $-3[(4-5) \times 3]$, $-7[5-(4 \times 3)]$, etc.

Variations (if you feel like changing the rules!)

- If you are playing this game on your own, see how many numbers you can cover up in a given time limit.
- Alternative winning strategy: the first player to cover up 4 consecutive numbered stars (e.g. -3, -2, -1 and 0) is the winner.
- Play the game with three eight-sided dice or ten-sided dice brings in a wider range of number skills.
- Score 10 points for a negative-numbered star and 5 points for a positive-numbered star.
 The winner is the player with the highest score at the end.



CATCH THE STARS

☆-10 TO 10★

Captain Salamander has asked you to catch as many stars as you can for him to put in his rocket. See how many stars you can catch!

