

CROSS THE RIVER - 10 TIMES TABLE

Cross the River is a times table game which helps children to practice and become more fluent with their multiplication facts. The aim of the game is to complete an unbroken path of counters or 'lily pads' from one side of the river to the other by recalling your 10 times table.

Age range: 2nd Grade+

Number of players: 2

Learning: 10 times table

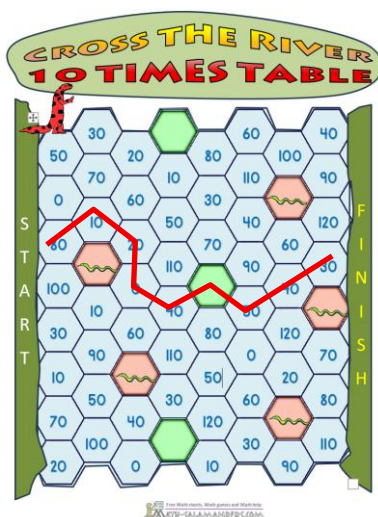
You will need

- Each player will need 25 counters of their own color.

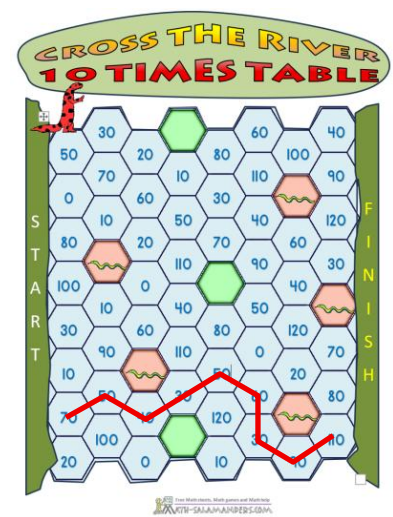
Instructions

- The first player to start places chooses any of the hexagons on the grid with a number on it. They say the 10 times table fact which the number is equal to. E.g. if the number is 60, they say '10 times 6 equals 60' or '6 times 10 equals 60'.
- If the fact is correct, they place a counter on the number. If they are wrong, they do not get to place a counter.
- The second player now chooses any of the uncovered hexagons with a number on it. They say the 10 times table fact which their number is equal to.
- Players can choose to either create their own path or block the path of their opponent.
- Play continues until a player manages to complete an unbroken line of counters across the river from the left side of the board (Start) to the right side of the board (Finish). The first player to do this is the winner.
- If no player manages to make a path across the pond then the game is drawn.
- The green hexagons on the board are existing lily pads on the river which any player can use to make their paths. The red snake hexagons are danger hexagons which cannot be used in any paths. You cannot place a counter on the green or red hexagons.

Examples of Winning Paths



The thick red lines show examples of 2 winning paths from one side of the pond to the other.



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