

# Hexagon Hunt

You need: a bucket of pattern blocks, a small pencil or pointer, photocopies of the 4-sided dice and game copymasters, sticky tape or glue, scissors, 1 or 2 classmates

GAME

Before you start the game, cut out and make two 4-sided dice, using the pattern from the copymaster.



Put the pointer in the centre of the circle. Take turns to:

- roll both dice and read the instructions on the *bottom* faces
- rotate the pointer the required amount and direction
- take the pattern block indicated by the pointer and use it to make hexagons by adding it to any other blocks you have won.

The winner is the person who has made the most hexagons when all the blocks are gone.