Operations Checker

You need: an enlarged copy of the game board (see copymaster), three dice, four counters for each player, 1–3 classmates

GAME

This is a game for 2–4 players. Choose a corner and put your counters on the coloured squares. Your aim is to get all your counters to the coloured squares at the opposite corner from where you started.

START Player 1

START Player 2

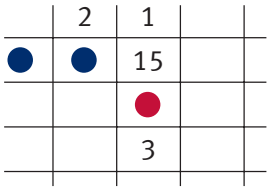
			5	3	4			
		3	4	2	1	5		
	4	2	12	3	15	7	2	
2	6	8	4	1	9	2	10	3
8	1	12	8	5	3	6	12	8
5	6	3	2	6	12	4	3	5
	4	2	12	4	2	4	3	
		3	3	8	6	4		
			2	1	2			

FINISH Player 2

FINISH Player 1

How to play

- Take turns to throw the three dice.
- On your turn, use the three dice numbers and any operations to make one or more numbers.
  For example, if you threw a 5, 4, and 3, you could make numbers such as 12 (with 5 + 4 + 3), 3 (with [5 + 4] ÷ 3), or 4 (with 5 – 4 + 3).
- You can move a counter to any unoccupied adjacent square, or you can jump other counters (including your own) to move to a square, as long as you can make the number in that square.
  For example, a player with this counter and throwing 5, 5, 2 could jump over themselves to 15 (with [5 – 2] x 5 = 15) and then over their opponent to 3 (with 5 ÷ 5 + 2 = 3).



- On each turn, you can move only one of your counters.
- The winner is the first player to get all four counters to the opposite corner.