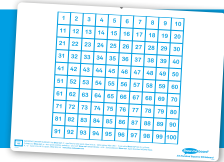




PLAYERS
2+

SUBJECT
MATHS

USE YOUR...
A4 Hundred Square



Additional resources: 1-6 spotted dice, different coloured counter for each player

Players take it in turns to roll the dice – the highest roll starts the game.

Players should then take it in turns to roll and move along the hundred square, making sure they follow these rules:

- If a player lands on a multiple of 2, they can jump on a further 2 spaces and then stop
- If a player lands on a multiple of 5, they can jump on a further 5 spaces and then stop

- If a player lands on a multiple of 10, they can jump on 17 spaces and then stop – they jump 17 spaces because 10 is a multiple of 2, 5 and 10 ($2+5+10=17$)

The first player to cross the hundred line is the winner!

Use this game as an opportunity to discuss how to tell if a number is a multiple of 2, 5 and/or 10.

Challenge: You can change the game to make it harder or easier by using other rules such as a multiple of 3 means you can move 3 spaces, a prime number means you can move...

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

I have landed on a multiple of 5 (50) 50 I can move another 5 spaces

CODE: HSB

IMPORTANT: DRYWIPE SURFACE. Use Show-me® Drywipe Pens for best results. Allow ink to dry before wiping. Wipe after each use with a Show-me® Mini Foam Eraser. To keep your Show-me® boards in good condition, periodically clean with Show-me® MAGIX Whiteboard Cleaner/Conditioner & Show-me® Super Absorbent WIZARD Wipes. Manufactured in the UK. Eastpoint, NR32 2EX, UK. www.show-meboards.com

LV130

Show-me board®

A4 Hundred Squares Whiteboard