ARRAY CAPTURE

PLAYER 1

START

START

PLAYER 2

Age range : Std. 6 +

Number of players : 2

Learning :

- Strategy

- Visualization of area

You will need :

- Two dice

- A ruler per player

- Two markers of different colours, one for each player

Instructions :

- The first player rolls two dice. Those numbers are the dimensions of their array. (For example, if a player rolls a 4 and a 5, they will build an array measuring 4 by 5.)

- On the first roll, players must place their array in the starting square. However, all future arrays only need to be touching an existing array on one side.

- The first player colours in their array with their colour (player 2 will have a different colour). Then, they write their multiplication sentence in the middle of their shaded array (For example, 4 x 5 = 20)

- Player two rolls next and continues in the same fashion, but from his/her corner.

- If a player cannot create an array because there is no space left, they lose a turn. The player to capture the most squares wins!

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ARPITA KARKAREY'S

WALNUT
LEARNING SYSTEM