



Think 'double, double'

12	20	40
24	16	36
8	32	28

How to play:

- Use this game to practise using the '4 x _ strategy'- think 'double, double'.
- Play in pairs or small groups.
- ■Each player needs a game board (above) and some counters (any colours).
- Each pair or group needs a 6 or 10 sided die for the group to share.
- Take turns to roll the die. Calculate 4 x _ (the number rolled), remember to practise the strategy-think 'double, double'.
- If the product is on your board, place a counter on it.
- Ensure you practise using the '4 x _ strategy' to help you learn how it works.
- First person to get three counters in a row (diagonally/horizontally/vertically) wins!

Teacher Talk:

Extend- for high attainers in Maths...

- Rather than using a die, they can use 2-digit number cards or form a 2-digit number by rolling a die twice.
- Then calculate 4×2 -digit numbers. Do this in pairs/small groups.
- For each round, the student who calculates the highest number gets a point.
- Most points in given the time frame, wins!