'Double' or
'Double Plus One More Group'
Game

Strategies to practise in this game:

- Twos Facts: 2 x _ = Think 'double'
- Threes Facts: 3 x _ = Think 'double, plus one more group'
- Watch the Mfacts121 Videos if you would like to revise these strategies

A game for 2 players

You need:
One game sheet to share (print on cover paper)
One paper-clip to make the spinner
One ten-sided die (0-9)
Five counters each (a different colour for each player)

To play:
Player 1:
- Spin the spinner to see if it lands on 'double' or 'double plus one more group'
- Roll the die to see which number is rolled.
- Calculate - e.g. if you landed on *'double plus one more group'* and *rolled a '6'*, then you must *double 6, and add one more group*. Double 6 is 12, add another 6, that's 18.
- If there is an 18 on the game board, place one of your counters on it.
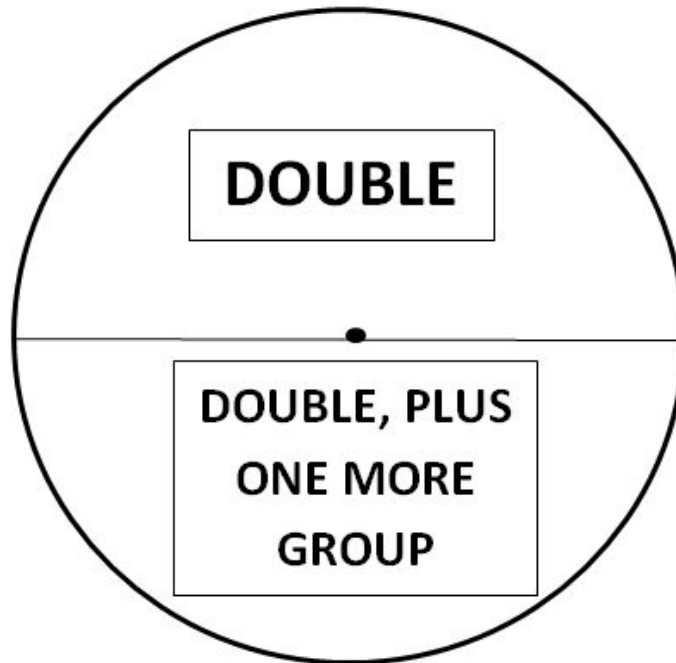- If not, or if it is already covered, miss a turn.

Player 2:
- Repeat as above.

First player to use all their five counters, wins!

'Double'
or
'Double Plus One More Group'

SPINNER

DOUBLE

DOUBLE, PLUS ONE MORE GROUP

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GAME BOARD

6	14	8	12
10	9	16	27
18	12	15	21
24	27	18	10