

DO AS YOU PLEASE

2 dice; 30 blue counters (player 1); 30 red counters (player 2).

Players take it in turns to throw 2 dice then make a sum sentence of their choice using those numbers. Player then places one of their coloured counters (e.g. squares of coloured cardboard) onto the answer.

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
33	34	33	34	35	36

Explore the use of different operations (+ - x ÷) using the same numbers.

+ - × ÷

Only whole numbers can be used.

i.e. $\frac{4}{2} = 2$ but not $\frac{3}{4} = 0.75$

Speaking aloud is very important. It uses the LANGUAGE of maths. You might say 'add' or 'plus' or 'and' / you might say 'equals' or 'is' / you might say 'Ho! Don't like the look of that, I'll try something else!' Maths is full of words, choices and decision-making. Help learners hear and use language.

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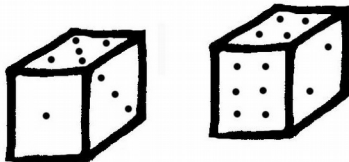
ADVICE and GUIDANCE

Throw dice. Speak aloud as you move dice around to demonstrate your thoughts.

If a number has already been taken, the player must make another sum sentence (using the same numbers of their dice throw). Sometimes a player will be unable to score anything in their go.

BUT IF PLAYER THROWS A DOUBLE, they can have their go **AND** have an **EXTRA GO** (covering any number of their choice).

Only positive numbers can be used unless you decide to make a new number square with an extra row added for the numbers -1 to -5.



Scoring zero prompts a free go - see the 'double number' rule above (e.g. $4 - 4 = 0$).

$$\begin{array}{ll}
 5 + 4 = 9 & 4 + 5 = 9 \\
 5 - 4 = 1 & 4 - 5 = -1 \text{ (not positive whole number)} \\
 5 \times 4 = 20 & 4 \times 5 = 20 \\
 5 \div 4 = \text{(not whole number)} & 4 \div 5 = \text{(not whole number)}
 \end{array}$$

Options: 9, 1 or 20.

When all numbers are covered, the player with the most counters on the board **WINS**.

In this game, negative numbers have not been included. But you can make your own version that includes -1 to -5 if you wish.