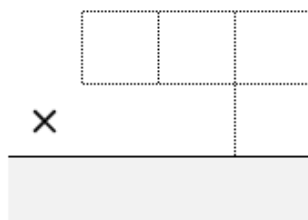
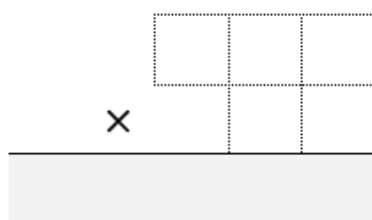
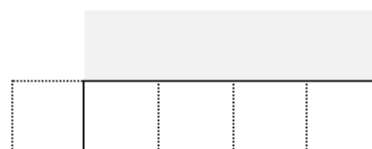


Here are three examples of games you could play:

**Game 1****Target: 1000****Game 2****Target: 10,000****Game 3****Target 1000**

**There are two parts to this game**, whether you choose Game 1, Game 2 or Game 3. The first part involves an element of chance and the second part involves careful reasoning.

Find a partner and a 1-6 dice, or preferably a 0-9 dice if you have one.

Each player will need to draw a multiplication or a division grid that matches the game they've chosen, or use the scoring sheet.

**Part 1**

Throw the dice once. Each player decides where to place that number in their own grid. Throw the dice again, continuing until all the cells are filled.

Whoever has the result closer to the target wins.

**Part 2**

Now list all the numbers you threw in part 1. On a new grid, each player decides where to place those numbers on their own grid.

Again, whoever has the result closer to the target wins.

There are **two possible scoring systems** for each part of the game:

- A point for a win. The first person to reach 10 wins the game.
- Each player keeps a running total of their 'penalty points', the difference between their result and the target after each round. First to 5000 loses.

You can vary the target to make it easier or more difficult.