SALAMANDER SHOOT OUT 0 TO 10

This Shoot Out game is a game which involves trying to be the first person to shoot out all the numbers on their grid.

It has an element of luck, but it is a great game for developing quick addition and subtraction fact skills.

Age Range: 1ST Grade + **Number of players**: 2

Learning: add and subtract (optionally multiply and divide) with numbers up to 6

You will need:

- 2 Dice

9 counters in different colors

Instructions:

- If you are using the blank grids, each player chooses 9 **different** numbers between 0 and 10. The players write their numbers **on their opponent's** blank 3 by 3 grid.
- Take turns to throw the dice.
- Use the numbers on the dice and your + and skills to make the numbers on one of the uncovered part of your grid (with the numbers your opponent has chosen for you).

 Older children could also use x and ÷ too.
- Example: if you roll a 1 and a 4, you could make 5 (4+1), a 3 (4-1) or a 4 (4x1).
- Shoot out the number on the grid by covering it up with one of your counters.
- If you can't make a number on one of the uncovered parts of your grid, you give the dice to the next player.
- The winner is the player who finishes shooting out their grid first!

Variations:

- Play the game with more players by printing off more game sheets.
- (Quicker game) The winner is the first person who shoots out a row of 3 numbers on their grid (horizontal, vertical or diagonal).

Any player is allowed to shoot out any number on **any** grid. When the grids are all shot-out, the player with the most counters placed on the grids is the winner.



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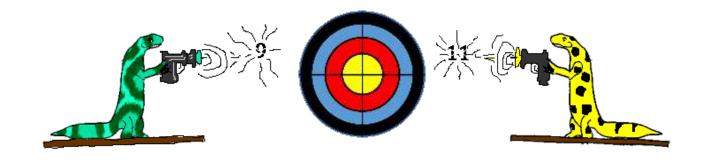
0 TO 10!

Who will be first to shoot out their opponents numbers?

5 10 3 1 8 0 4 6 2 7



10	4	3	
6	8	5	
2	0	7	



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