

★ CATCH THE STARS 0-20 ★

Catch the Stars is a math space game which is designed to get children using their math fact knowledge in different ways.

It is a very good game to get children to think flexibly – many children will see three numbers on a dice and automatically want to add them up. This game teaches children to think about what numbers they could make using their dice roll.

Age range: 2nd Grade+

Number of players: 1-4

Learning: Add, subtract, multiply and divide numbers 1 to 6

You will need

- Each player will need a set of their own color counters:
 - o 2 player game – 14 counters each ; 3 player game – 10 counters each
 - o 4 player game – 7 counters each
- Three dice

Instructions

- Take turns to throw the 3 dice.
- Use the numbers on the dice and your +, - and x skills to make one of the numbers on an uncovered star.
- Cover the star up with one of your counters – you have caught it!
- If you can't make a number on one of the uncovered stars, or if you get the answer wrong, you give the dice to the next player.
- The winner is the player who has covered (or 'caught') the most stars when all the stars are covered up.

Example: If you roll a 3, 4, and a 5 you could cover up:

12 $[3 + 4 + 5]$, 2 $[3 + 4 - 5]$, 17 $[5 \times 4 - 3]$, etc.

Variations

- If you are playing this game on your own, see how many numbers you can cover up in a given time limit.
- Alternative winning strategy: the first player to cover up 4 consecutive numbered stars (e.g. 8, 9, 10 and 11) is the winner.
- Play the game with three eight-sided dice or ten-sided dice brings in a wider range of number skills.
- Score 10 points for an even-numbered star and 5 points for an odd-numbered star. The winner is the player with the highest score at the end.

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Captain Salamander has asked you to catch as many stars as you can for him to put in his rocket. See how many stars you can catch!

