

CATCH THE STARS 0-25

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: 3rd 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
 - o 3 player game – 10 counters each
 - o 4 player game – 7 counters each
- Three dice (or you can roll one dice three times and record the results as you go)

Instructions

- Take turns to throw the 3 dice.
- Use the numbers on the dice and your +, -, x and ÷ 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 using $3 + 4 + 5$; **2** using $3 + 4 - 5$; **17** using $5 \times 4 - 3$; **19** using $5 \times 3 + 4$; 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.

CATCH THE STARS

★ 0 TO 25 ★

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!

