

SALAMANDER SHOOT OUT -10 to 10

Age range: 5th grade+

Number of players: 2

Learning: add, subtract, multiply and divide with numbers from -10 to 10

You will need:

- 3 Dice
- The Shoot-out Game board
- 9 counters in different colors

Instructions:

- You can choose which board you wish to play with: one of the board is already filled in with numbers. The blank board has been designed so that players can choose their own numbers from -10 to 10 to fill in before the game starts.
- Take turns to throw the dice.
- Use the numbers on the dice and your addition, subtraction, multiplication and division skills to make the numbers on one of the uncovered part of your grid. Example: if you roll a 2, 5 and a 4, you could make **3** ($4 \times 2 - 5$), a **-7** ($2 - 5 - 4$), a **-3** ($5 - 4 \times 2$), etc.
- Shoot out the number on the grid by covering it up with one of your counters. Tell your partner how you made it.
- If you can't make a number on one of the uncovered parts of your grid, (or if your working out is wrong) you give the dice to the next player.
- The winner is the player who finishes shooting out all 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).
- (Longer game) 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.

SALAMANDER SHOOT OUT -10 TO 10

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
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Who will be first to shoot out their opponents numbers?

3 -1 -5 0 8 -6 4 2 -6 -7 1



-3	4	2
8	-1	0
-5	3	-6
PLAYER 1		

4	8	-5
1	-2	-7
-1	3	2
PLAYER 2		



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PLAYER 1		

PLAYER 2		

