

SALAMANDER SHOOT OUT 0 TO 30

Salamander 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. There are 2 versions of this game – one version uses blank grids and the other uses numbered grids. Both games work in exactly the same way.

Age Range: 3rd Grade+

Number of players: 2

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

You will need:

- Each player will need 9 counters of their own color.
- 3 Dice

Instructions:

- There are 2 versions of this game, the blank grid version and the numbered grid version.
- If you are using the blank grids, each player chooses 9 **different** numbers between 0 and 25. The players write their numbers **on their own** blank 3 by 3 grid.
- Take turns to throw the dice.
- Use the numbers on the dice and your +, -, x and \div skills to make the numbers on one of the uncovered part of your grid (with the numbers your opponent has chosen for you).
- Example: if you roll a 1, 3 and a 4, you could make:
 - o 11 using $4 \times 3 - 1$, 16 using $4 \times (1 + 3)$, 8 using $4 + 3 + 1$, 1 using $4 \div (3 + 1)$ etc.
- 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, or if you make a mistake with your calculation, 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 uncovered number on any grid. The winner is the first player to finish placing their 9 counters.

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0 TO 30!

Who will be first to shoot out their opponent's numbers?

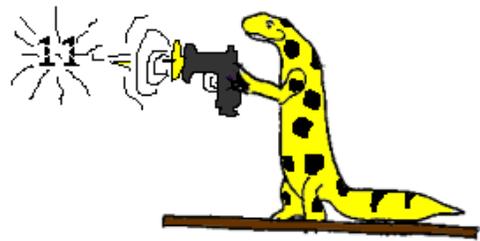
3 11 8 5 22 14 30 24 15 

14	1	6
9	21	11
28	4	24

PLAYER 1

2	30	11
14	8	25
5	22	9

PLAYER 2



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3 11 8 27 5 22 14 6 30 24 15



PLAYER 1

PLAYER 2

