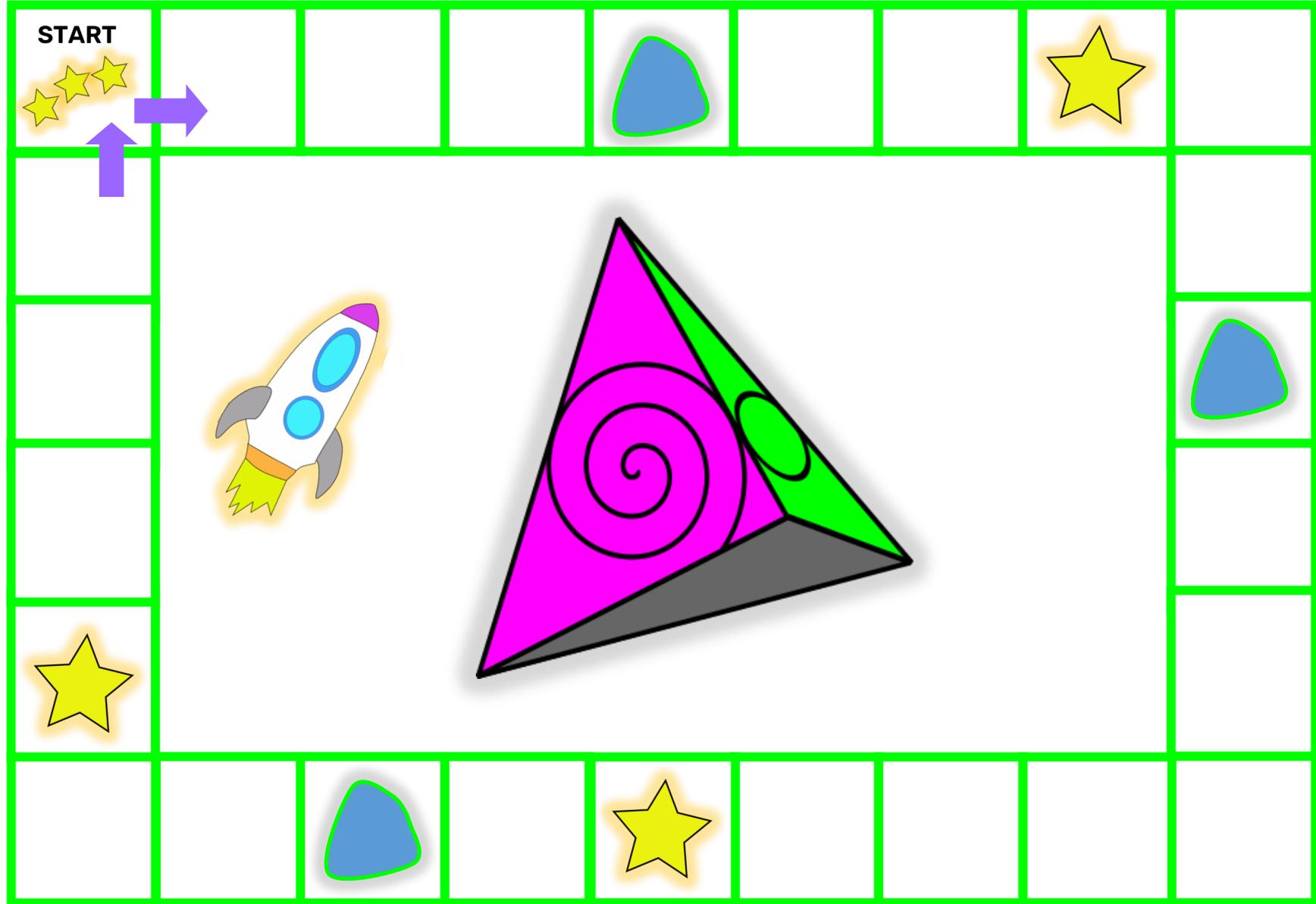




ADAM UP GAMES: Race Around Numberth





ADAM UP GAMES: Race Around Numberth

Skill: Times Tables

Players: 2-4

Equipment: 2 dice, counters (1 per player), pencil, paper, game board

Mission: You are in a race to collect stars around planet Numberth. First to collect 10 stars wins!

How to play:

1. Racers each place a counter on the 'start' square
2. A player rolls both dice and adds the numbers—this is 'The Multiplier'
3. Players take it in turns to roll both dice
4. On each turn they add the numbers of their dice and multiply it by the multiplier
5. The other racer(s) check if the answer is correct using the times tables grid (or a calculator)
6. If the player is correct, **they move forward the number that was rolled on the dice**
7. Racers move around the track. When they get back to or past the start, they get 3 stars. If they land on a star around the track, they get an extra star. If they land on a rock, they miss a turn. The first racer to collect 10 stars wins the game.



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x	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144