Board Game

Roll the dice and move your chip according to the number on the dice. The monkey loves you. The croc hates you.

How to play the this board game.

1. Type in the problems you want to practice into the spaces provided. Or put pictures into the spaces depending on what math skill you want to reinforce.

2. Print out the board game below and laminate it. If possible, enlarge it on A3 paper when photocopying.

3. In pairs of two get students to play the game. Give each group a board game with one dice and two chips of different colours.

4. The students roll the dice and move their chips forward according to the number that shows up on the dice.

5. The numbers from 1 to 20 guide the sequence of the game. Students must follow that order.

6. When students land on a space, they should answer the question given in that space. For example if you just typed in 1 + 3 =, you could ask students to find the answer. If it is a picture you put into the space, e.g. shapes, clocks, fractions etc they could be asked to provide the answer.

7. If a student lands on the monkey space, they jump according to the description on the space.

8. If a student lands on the croc space, they go back to START.

9. Finally the last pitfall is towards the end of the game. To finish the game, the player must get the exact number on the dice to FINISH. If the player has more, the player has to count forward and backwards. For example if a player is at space 16, the player needs to roll and get 4 to finish. If the player has 6 for example, the player counts 4 spaces from 16 space forward to finish and 2 backwards to space 18.

10. The first person to get to FINISH wins.

2 = square, 3 = Cube, 5 = Cylinder, 6 = Parallelogram, 7 = Sphere, 9 = Heart, 10 = Crystal, 11 = Hexagon, 12 = Pentagon, 13 = Cube, 14 = rectangle, 18 = Hexagon, 17 = Octagon, 16 = Triangle

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1. **Start**	2.	3.	4. **Jump to 7**	5.
10.	9.	8. **Start Again**	7.	6.
11.	12.	13.	14.	15. **Jump to 17**
20. **End**	19. **Start Again**	18.	17.	16.