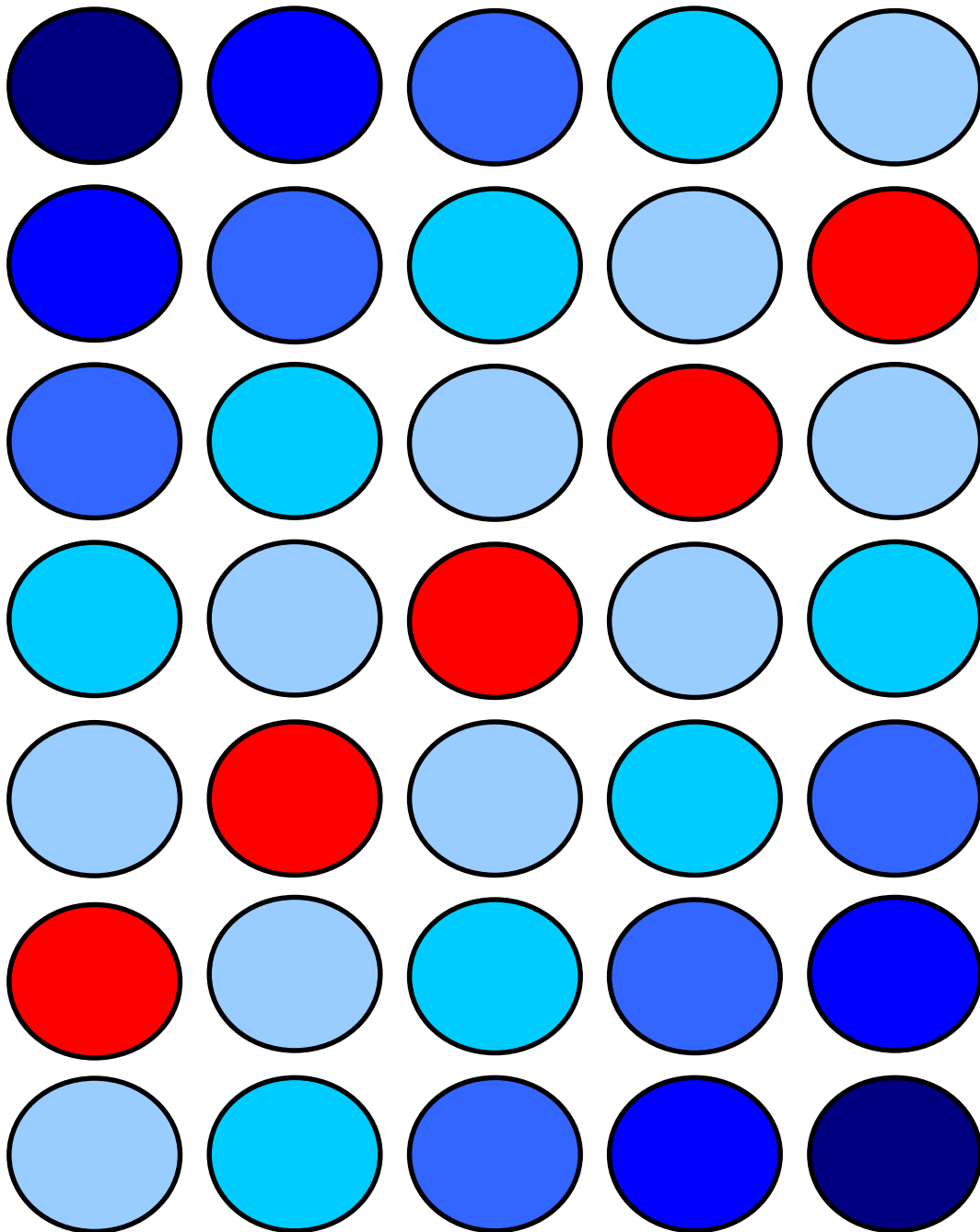


# Make a line game

Go up and down...

Or side to side!



Or side to side!

Go up and down...

# Number cards

15	25	35	45	55
65	75	85	95	5
15	25	35	45	55
65	75	85	95	5

# Make a line game

## Aim:

To complete a line of counters across or down the circle board

## What you will need:

- 1 calculator
- 1 set of number cards (cut out)
- 2 x 20 counters of different colours (use page 4 if required)
- 1 x die

## Rules:

1. The youngest player goes first.
2. The player chooses the circle they wish to try to take. They then turn over one of the cards. If the player can say the number bond to 100 of the card they have turned over before the other player can find out the answer on the calculator they win the circle and may put their coloured counter on it. The player with the calculator must enter the sum, not just the answer. For example, if the card that was turned over shows a 65, the player must enter  $100 - 65$ , not simply the answer.
3. If the player has successfully answered the question they then roll the die to find out if they continue to play. If the youngest player rolls 4, 5 or 6 they continue. If the older player rolls 1 or 2 they continue.
4. **Red circles.** If the player wishes to take control of a red circle they must pair up all of the cards in the pack and those already discarded. This must be done before the other player has rolled a certain number of sixes on the die. The number of sixes that must be rolled is decided by rolling the die and adding two to the number. If the player cannot match up the number bond pairs in time, the red circle remains untaken. If the player is successful then they automatically choose the next circle to take – see number 2. Whatever the outcome the player must reshuffle the cards and form a new pack.
5. The game continues in this fashion until one of the players has completed a line either up and down, or across the board.
6. Good luck!

# Counters

