

7-9: REMOTE MATHS

EDITION 18

NUMBER AND ALGEBRA - GAMES

Mathematical language: maximise, minimise, addition, subtraction, total, fraction.

GAME 1: MAXIMISE MINIMISE (2 PLAYERS)

Materials

Pen, pencil, paper (or [record sheet](#)), calculator (optional), 4 dice per pair (or [virtual dice](#)), score sheet

Rules

- Each player starts with 7,000 points, and records this on their score sheet.
- Each player rolls 4 dice and forms a 4-digit number with the numbers rolled.
- Each round players roll the 4 dice and perform a different calculation on their running score.
 - Round 1: Add the 4 digit number to 7,000
 - Round 2: Subtract the 4 digit number from the previous total
 - Round 3: Add to the 4 digit number to the previous total
 - Round 4: Subtract the 4 digit number from the previous total
- The game continues with further rounds, as necessary, until a player reaches or passes 25,000

Aim

To be the player to first reach or go past 25,000.

Player score sheet

	GAME	PLAYER 1	PLAYER 2
	Start number 7000	7000	7000
Round 1	+ number to 7000		
Round 2	- number from previous total		
Round 3	+ number to previous total		
Round 4	- number from previous total		

Reflection

What strategies did you use when choosing your 4 digit numbers?

EDITION 18: NUMBER AND ALGEBRA - GAMES (CONT.)

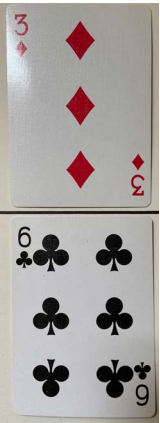
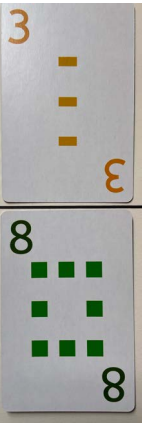
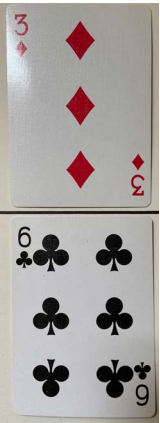
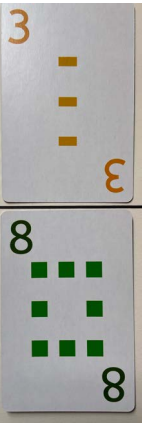
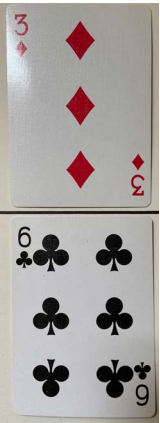
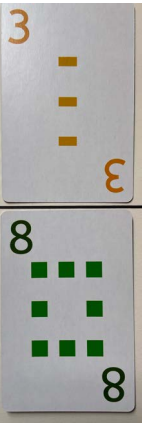
GAME 2: FRACTION TARGET NUMBER (2 PLAYERS)

Materials

One deck of cards per pair with only cards Ace (or 1) to 10 remaining, all other cards may be discarded.

Rules

- Deal five cards to each player. Set the remainder of the deck face down in the middle of the table as a draw pile.
- Play four (or more) rounds
- In each round, players choose two cards, from their hand, to make a fraction that is as close as possible (but not equal) to the target number (see the target numbers below).
- The player whose fraction is closest to the target number collects all the cards played in that round.

Rounds 1 and 2	<p>Closest to zero</p> <p>Example: Player 2's fraction is the closest to zero, therefore they would win the round.</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; vertical-align: top;"> <p>Player 1</p>  </td> <td style="width: 50%; vertical-align: top;"> <p>Player 2</p>  </td> </tr> </table> <ul style="list-style-type: none"> • If there is a tie for closest fraction, both players split the cards. • After each round, each player draws two cards to replenish their hand. 	<p>Player 1</p> 	<p>Player 2</p> 
<p>Player 1</p> 	<p>Player 2</p> 		
Rounds 3 and 4	Closest to one (target number one)		
Rounds 5 and 6	Closest to $\frac{1}{2}$ (target number one half)		
Rounds 7 and 8	Closest to two (target number two)		

Aim

After the last round, the player who, has collected the most cards wins the game.

Look out for more tasks next week!