

AGE: 5–12 years PLAYERS: PLAYERS:

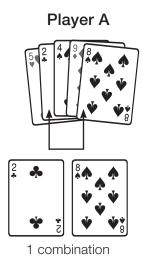
RAINBOW FACTS

AIM OF THE GAME

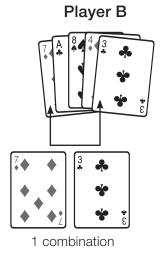
Each player must try to make as many combinations to 10 as possible, using 2 cards to make each. Possible combinations are 1 & 9, 2 & 8, 3 & 7, 4 & 6 and 5 & 5. The '10' card can be used by itself.

HOW TO PLAY

- 1. Deal 5 cards to each player. Place the remaining cards face down in a pile in the middle.
- 2. Make combinations to 10 with the cards you have in your hand, then take turns to take a card from the pack.
- 3. Continue until you have used all the cards in the middle.
- 4. Take turns to ask other players for a card, as in the game 'Go Fish'.
- 5. The player with the most combinations wins.











MULTIPLICATION TREE

AIM OF THE GAME

Players try to be the first to cover all the circles on their tree.

YOU WILL NEED







Sheet (see p57)

2 dice counters

HOW TO PLAY

- 1. Roll the 2 dice.
- 2. Multiply the numbers shown on the dice. For example if you roll 3 and 6, multiply these numbers (3 x 6).
- 3. Place a counter on the correct answer on your Multiplication Tree Sheet.
- 4. If an answer is already covered, do not have another roll of the dice.
- 5. The next player takes a turn.

