



Take away 1 2 3

1.0 Making tracks - Subtraction

Materials you need...

- *Stepping stone track*
- *1-3 dice (or a 1-6 dice with 4, 5, 6 changed to another 1, 2, 3)*
- *Counters or a bead string*

Place counters on each stepping stone. Take turns to throw the dice and remove that many counters off your track. (Or you can use the bead string and move the beads to the other side.) Say the subtraction you have done each time.

Winner is the first to reach 0.

2.0 Three in a row

Materials you need...

- *1-10 dice if doing take 1, 2-11 if doing take 2, 3-12 if doing take 3 – alter a 10 sided dice (or you could use cards instead)*
- *Pen and paper*
- *nuggets*

Write out 0 to 9 on each players paper.

Take turns to throw the dice and count out that number of glass nuggets. Then remove one (or two or three). Cross out how many you end up with.



Winner is the first to get three answers in a row.

3.0 Make a Picture

Materials you need...

- *3-8 dice and a 1-3 dice (both need you to alter a normal 1-6 dice)*
- *Pen and paper*

Players take it in turns to throw the dice and find the difference between their throws. The player with the lowest score can add to their drawing.

Winner is the first to complete their drawing.

Eg Dog Drawing details...

Head, 2 ears, 2 eyes, nose, mouth, tongue

4.0 Clear the Deck

Materials you need...

- *Subtract 1/2/3 cards (x4)*
- *Corresponding digit cards (x4)*

Keep the sets of cards separate. From each set place 6 cards face up. The player tries to find the match for the subtraction and the answer, and then removes them to a discard pile. Cards are replaced from the remaining sets so there are always 6 cards from each set face up.



The aim is to match all the subtractions with answers and to clear the decks.

5.0 Mountain Climber

Materials you need...

- *1-6 dice*
- *Paper and pencil*

Each player needs to draw a simple mountain. Going up they need to choose 3 numbers that go up in value, with the third number on the top of the mountain. Then 2 more numbers going down the other side, reducing in value from the number at the top.

The numbers need to be between 0 and 5. The dice used needs to adjust a normal 1-6 dice to show...

- If working on subtract 1... look at 1 to 6
- If working on subtract 2... look at 2 to 7
- If working on subtract 3... look at 3 to 8

Players take it in turns to throw the dice. They need to subtract 1/2/3 (dependent on which they are looking at). They then get to cross it off the mountain if it is their next number. They must cross the numbers off in sequence going up from the left to the top, then back down the other side.

The winner is the person to climb to the top and back down again first.



6.0 Boardgame

Materials you need...

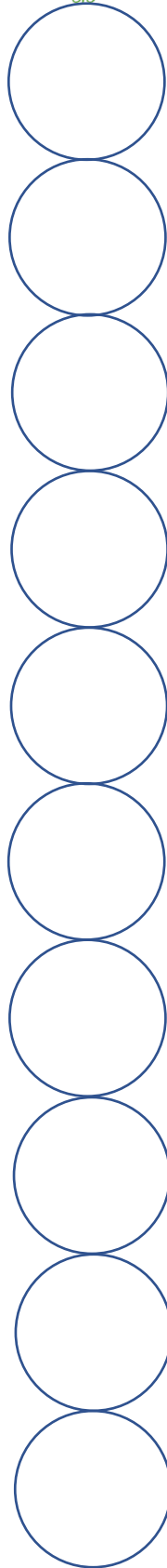
- *Boardgame template*
- *0-9 dice (alter to show 1-10 for subtract 1, 2-11 for subtract 2, 3-12 for subtract 3)*
- *Counters*

Players take it in turns to throw the dice. They then subtract 1 (or 2 or 3 dependent on what they are working on). This is how many spaces they move.

The winner is the player to reach the finish first.



Stepping stone tracks...





1-1

2-1

3-1

4-1

5-1

6-1

7-1

8-1

9-1

10-1

11-2

2-2

3-2

4-2

5-2

6-2

7-2

8-2

9-2

10-2

11-3

12-3

3-3

4-3

5-3

6-3

7-3

8-3

9-3

10-3



1

2

3

4

5

6

7

8

9

0

