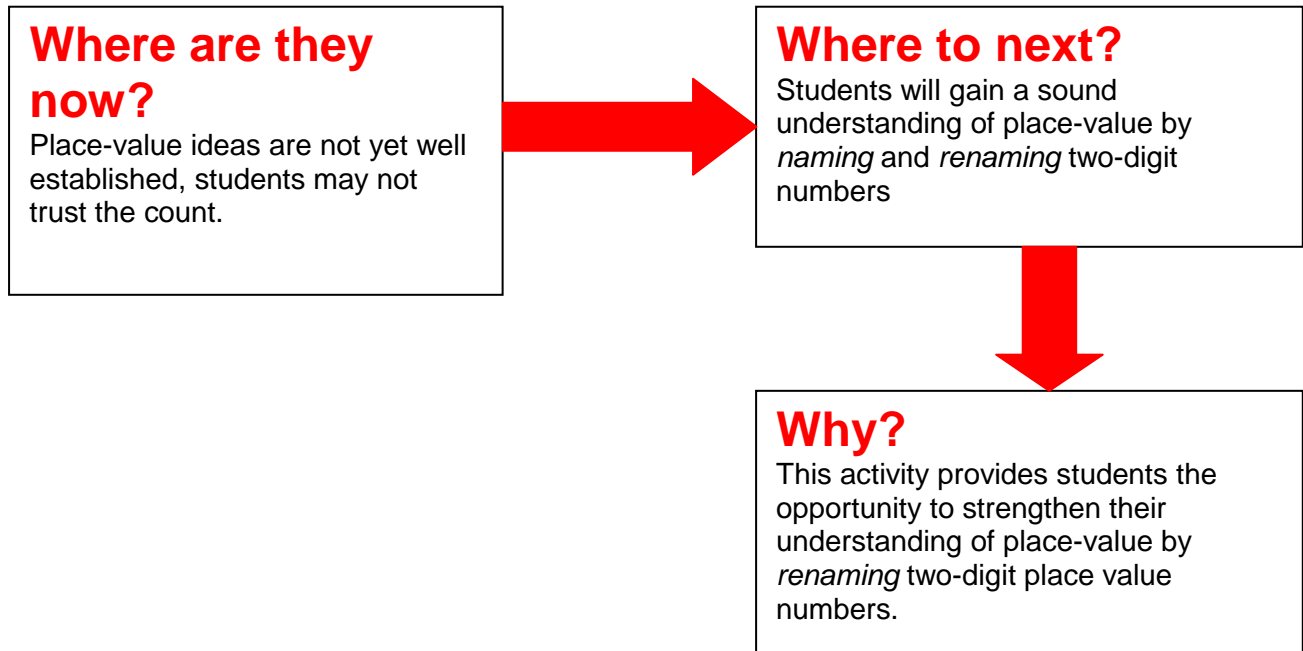


'Renaming Numbers' Game

Adaptation of: Booker, G. (2000). "The Maths Game – Using instructional games to teach mathematics" ('Renaming Numbers' Game, page 35)



Materials:

- Playing board (with two-digit numbers renamed in various ways)
- Two ten-sided dice (two different colours to represent tens and ones)
- One counter per player (to be used as marker)

How?

Students play the game in pairs or in a small group of 3 or 4. Players take it in turns to roll both dice (with the representing colours being decided prior to game commencement) and move their markers around the board.

The die is rolled and the students must *name* and *rename* the two-digit number then scan the board to see if their number appears, if it does they must move their marker to the correct place, if their number does not appear they must wait until their next go before moving their marker.