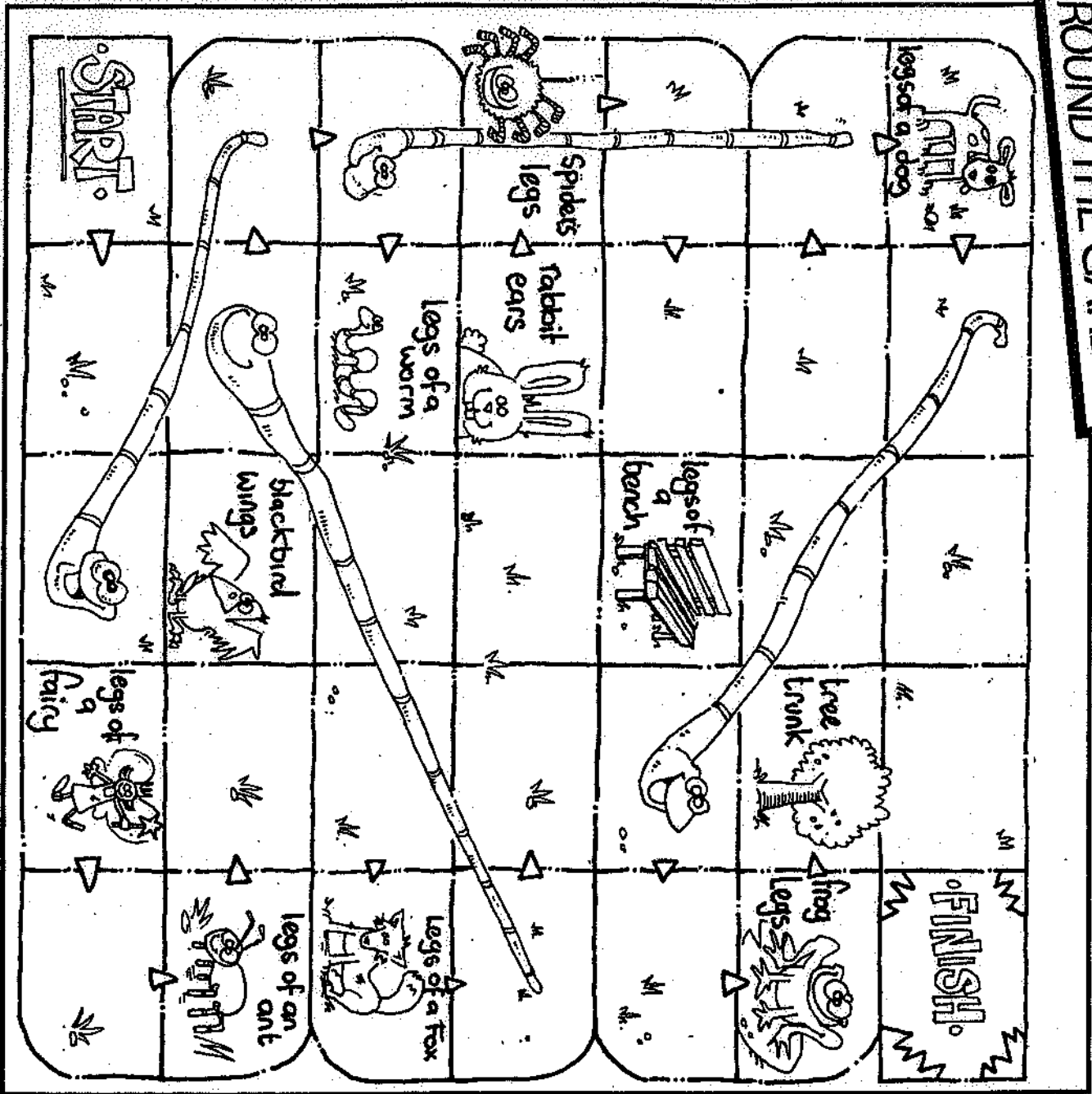


ROUND THE GARDEN



YOU WILL NEED

2 players

- 2 standard dice
- A counter for each player
- A pencil and paper for each player

HOW TO PLAY

- Take it in turns to throw a dice. The player with the highest score goes first.
- When it is your turn, place your counter on the START. Throw both dice and add the scores. Move that number of spaces.
- If you land on a blank space, wait there until your next turn. If you land on the tail of a worm, you must slide down the worm to the square at its head. If you land on a square containing something from the garden, multiply the number of body or plant parts described on your square by your dice total.

For example, if you throw a 3 and land on the blackbird, your score is $3 \times 2 = 6$, because the blackbird has 2 wings.

Write down that number of points on your piece of paper.

- The winner is the one with most points when one player reaches the FINISH.

Learning outcomes

- Solving problems: Year 4.
- Choose and use appropriate number operations and appropriate ways of calculating to solve problems.