LILY PAD GAME

0×10	1×10	6×10	0×10
	4×10	1×10	
5×10	4×10	3×10	2×10
	2×10	3×10	
0×10	6×10	1×10	0×10

LILY PAD GAME

Material:	Two counters Base 10 materials (optional)
Players:	Two
Rules:	Each player places a counter on a different leaf labelled (0 x 10) The object is to move to the diagonally opposite corner. Players may move horizontally, vertically, or diagonally to an adjacent leaf. They may not land on dark green leaves. Players take turns moving. When they move to a new leaf they read the multiplication fact and collect the number of tens in the answer – for example: (2 x 10) = 20 The player collects twenty points which is recorded on a sheet of paper or by collecting Base 10 blocks. Decide the target number of points to be reached, e.g. more than 100, exactly 100 etc.
Variation 1:	Start with a certain number of points (e.g. 200) and subtract the points collected until one player ends up in the opposite corner. Player with the least number of points wins.
Variation 2:	Players roll a number cube labelled 0, 1, and 2 to determine the number of leaves to move at each turn.
Variation 3:	Change the lily pads to show facts of other times tables e.g. the 9 times table. Or make a board with a variety of number facts.

This activity is taken from pages E148 and E-150 in A Foundation for Implementation