

# Grand Prix algebra

Resource sheet 14a



<b>Start</b> →					
↑ <b>Finish</b>	$3 - d$	$d + 3$	$2d + 3$	$5d$	
	$2d - 5$	<p><b>Rules</b></p> <p>Each player will need a dice and a counter.</p> <p>Place your counter on the Start/Finish square.</p> <p>Roll the dice. Use the score on the dice, together with the instruction on the square, to work out how many spaces you can move. (For example, a dice score of 4 with the instruction '<math>d + 3</math>' means you can move <b>seven</b> spaces.)</p> <p>Move your counter forwards or backwards according to your total score. Then pass the dice to the next player.</p> <p>The winner is the first player to complete three laps of the racing track, landing on or past the Start/Finish square.</p>		$d + 4$	
	$2(d - 1) + 3$			$5 - d$	
	$d + 1$			$3d$	
	$2d$			$2d - 1$	
	$3(d - 3)$			$d^2 - 10$	
	$2d - 5$			$d - 2$	$8 - (d + 2)$
					$d + 1$