

Racetrack 1

Resource sheet 7a



Start →

→ **Finish**

Add 3	Multiply by 2 and subtract 4	Subtract from 5	Double and add 2	Add 3 then multiply by 2
Subtract from 4	<p>Rules</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 Add 3 means you can move seven 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>	Add 4		
Multiply by 2		Subtract 2		
Subtract 7		Subtract 3 then multiply by 2		
Add 3		Add 3		
Add 1 and multiply by 2		Subtract from 10		
Subtract 3 then multiply by 3		Add 2 and subtract from 8		
Add 5	Subtract 3	Multiply by 2		