

Special squares

A place value game

What you will need...

- Two Numicon 0-5 dice
- A counter for each player
- Numicon Shapes (1-10, and extra 10-Shapes)
- Pencils for recording

What to do...

- Players take turns to roll the dice, find the total and move that number of places. If they land on a 'special square' they collect a 10-shape. (Once the physical ten shapes have been used up players need to record how many extra they have collected.)
- Continue to take turns, moving along the track and collecting 10-shapes each time they land on a special square building up their total as they play.
- The winner is the player with the largest number once both players have reached the end.

