



# CATCH THE STARS 1-12



*Catch the Stars is a dice game which involves adding and subtracting the numbers on the dice to make a number from 1 to 12.*

*It is good for developing quick recall of addition and subtraction facts and the ability to manipulate numbers mentally.*

**Number of players:** 2-4

**Learning:**

- Add and subtract three numbers between 1 and 6

**You will need**

- Each player will need 6 counters of the same color. E.g. Player 1: red, Player 2: yellow.
- 3 dice (you can play the game with just one dice)

**Instructions**

- Take turns to throw the dice. If you do not have 3 dice, roll one dice three times and write down the numbers.
- Use the numbers on the dice and your addition and subtraction skills to make an answer with the value of one of the uncovered stars.
- Cover the star up with one of your counters – you have caught it!
- If you can't make the value of one of the uncovered stars, you give the dice to the next player.
- The winner is the player who has covered (or 'caught') the most stars when all the stars are covered up.

**Example:** If you roll a 3, 5 and a 1, you could cover up:

**9 (5+3+1), 7 (5+3-1), 3 (5+1-3), or 1 (5-3-1)**

**Variations**

- Easier version – play the game with 2 dice only.
- If you are playing this game on your own, see how many goes (or how long) it takes to complete it.
- Allow multiplication as well as addition and subtraction makes this game more challenging for more able mathematicians.

**Alternative winning strategy:**

- The first player to collect three stars in a row (horizontal or vertical) is the winner.

# ★ CATCH THE STARS ★

1 - 12

Captain Salamander has asked you to catch as many stars as you can for him to put in his rocket. The player who catches the most stars is the winner!

