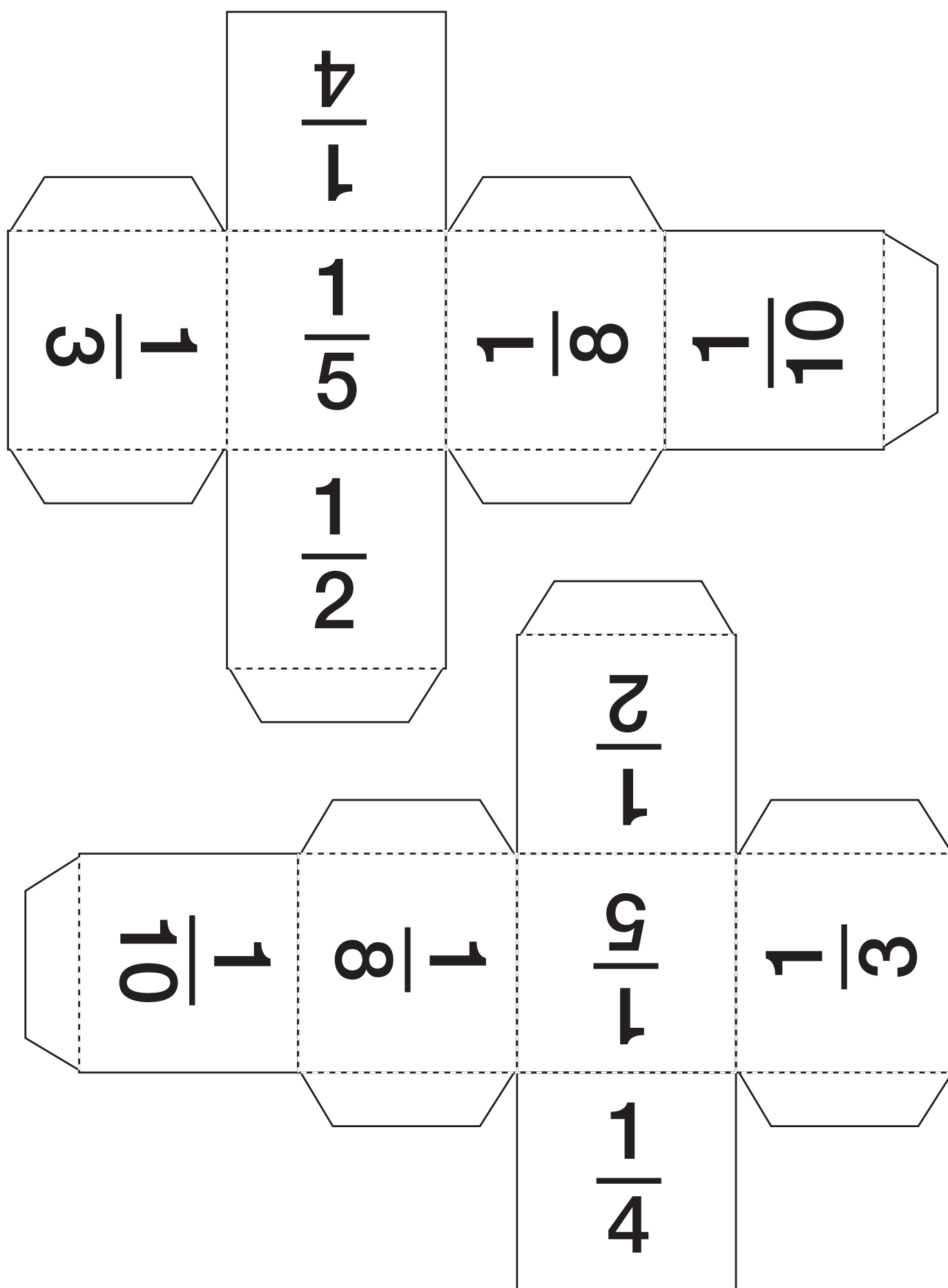


Chapter 8 – Climb the wall game – fraction die



Chapter 8 – Climb the wall game



- a six-sided die with $\frac{1}{2}$ $\frac{1}{3}$ $\frac{1}{4}$ $\frac{1}{5}$ $\frac{1}{8}$ $\frac{1}{10}$
- different coloured counters for each player
- a copy of the wall

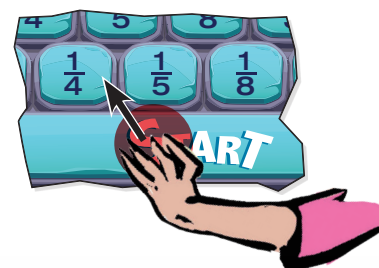
Climb the wall

- 1 The player with the most consonants in their first name starts.
- 2 Put your counters on start.
The aim of the game is to reach the top of the wall.
- 3 Take turns to roll the die.
You can move your counter to the **next row** of the wall to any fraction that is **larger** than the fraction you **rolled**.

Example Jess rolled $\frac{1}{5}$.



She moved her counter to $\frac{1}{4}$ in the first row because $\frac{1}{4}$ is larger than $\frac{1}{5}$.



- 5 If there is **not** a fraction in the next row that is **larger** than the one you **rolled** or there is already a counter on the fraction you want, your turn is over.
- 6 The first person to reach the top of the wall is the winner.

