4 Game

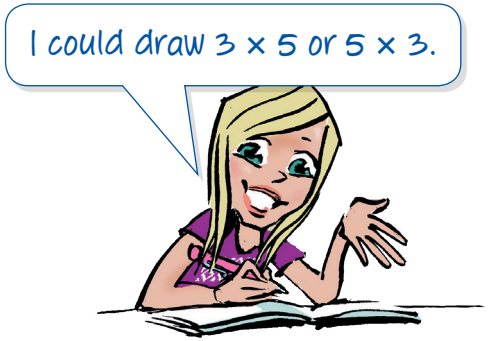
Grid lock

- two 1-10 dice
- a different colour pen or pencil for each player
- one sheet of 1 cm grid paper

1 The student with the oldest brother or sister rolls first.

2 **Player 1** rolls both dice and shades in an array that shows that fact, somewhere on the grid.

3 Each player has their turn and writes the equation they have chosen and its answer on the array with **their** coloured pen.

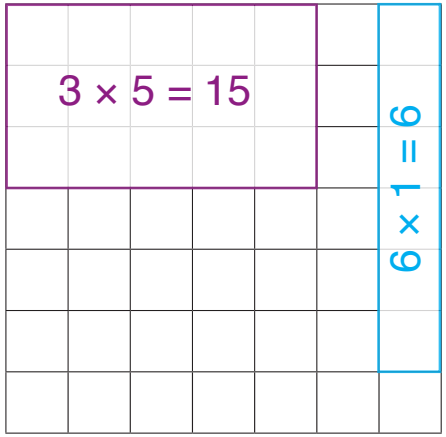


4 Players continue having turns. If a player is unable to make an array of their numbers they miss that turn.

5 The game is over when no one has been able to claim any more squares after 3 turns each. This is **'Grid Lock'**.

6 Each player works out how many small squares they own.

7 The player with the most small squares wins.



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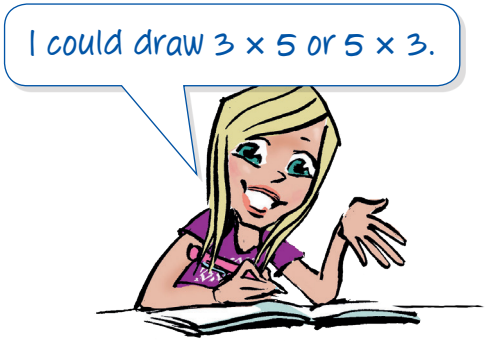

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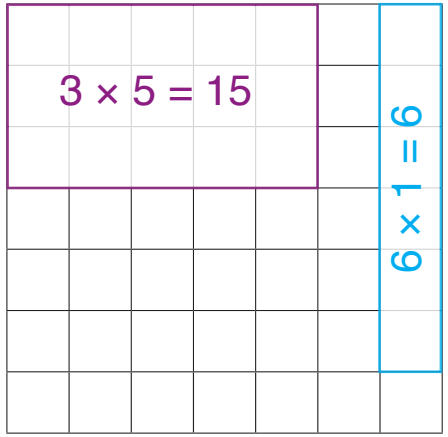

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