

1 Game

Land grab

- The player whose **first name** begins with the letter closest to the **end of the alphabet** begins.
- The first player rolls the dice.
 Then multiplies the number on the dice by the times table they are practising - 2s, 5s or 10s.
 They find that number on the sheet and join **two dots** to make one side of a square around that number.
- The other player has their turn and play continues until one player places the fourth line around a number to **make the square**.
- When a square has been made that player can **claim** it. (either by colouring it in their colour or writing their initials). That player then has **another turn**.

Land Grab 2s

18	2	10	12	6	20	4	16	8
14	6	8	18	16	10	2	14	4
12	20	16	10	12	14	6	20	8

- When all the squares have been claimed, each player **counts the number of squares they have** and the player with the most squares is the winner.

For **Land Grab 2s, 5s, and 10s**. Each player can choose **before** they roll a number, whether they will **multiply the number on the dice by 2, 5 or 10**.

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14	6	8	18	16	10	2	14	4
12	20	16	10	12	14	6	20	8
2	18	4	20	8	18	16	10	14
4	12	2	6	12	14	4	6	2
20	8	16	18	10	2	20	12	8
14	10	4	16	6	18	14	16	4
12	6	10	20	2	18	8	10	14
16	8	20	6	4	12	2	8	12

Land Grab 5s

50	20	5	15	10	25	35	40	30
45	10	50	35	20	15	45	30	40
5	25	15	25	10	45	50	35	5
20	30	40	5	15	10	25	35	40
30	45	50	20	10	50	35	20	15
45	30	40	5	25	15	25	10	45
50	35	5	20	30	40	50	20	5
15	10	25	35	40	30	45	15	25
10	45	50	35	5	20	30	40	5

Land Grab 10s

100	50	30	80	70	20	40	90	60
10	80	50	40	10	100	30	80	20
90	70	10	100	70	50	20	60	80
30	10	90	80	50	40	10	100	30
80	20	90	70	10	100	70	50	20
60	80	30	10	40	80	50	40	10
100	30	80	20	90	70	80	50	40
10	100	30	80	20	90	70	10	80
50	40	10	100	30	80	20	90	70

Land Grab 2s, 5s, and 10s

5	10	8	16	45	18	4	40	25
6	100	18	35	2	15	16	14	8
35	90	50	70	18	6	16	60	15
45	16	18	4	90	16	45	12	2
15	35	5	70	14	5	18	8	35
45	16	4	40	25	6	100	90	16
45	12	2	15	35	20	70	14	5
10	8	5	45	40	4	40	25	6
100	80	16	25	16	2	70	35	5