

Chapter 2 – Rich task 2 - Play and create

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2 Play and create

1 Play Freeze or Melt.

FREEZE or MELT



- a larger copy of the number line
- playing cards from 1 to 9 in both red and black

- Start at 0 on the number line.
- Shuffle the cards together.
- Take turns to take a card.

Black cards are **cold** cards.

Red cards are **hot** cards.

If you get an **odd** number **add** the hot or cold units on your card.

If you get an **even** number **subtract** hot or cold units.

Example Jess got a **red 2**.

She must subtract 2 **hot** units (move 2 to the left)

Max got a **black 4**.

He must subtract 4 **cold** units (move 4 to the right)

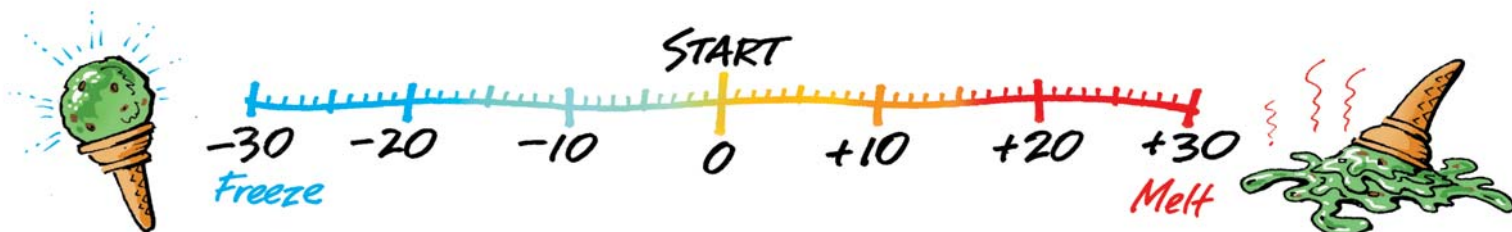
- Record the number you end up on.
- Replace your card back into the pack.
- The game ends when one person either freezes or melts (reaches -30 or +30).
- This person is the loser.

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- Make up your own game that involves adding and subtracting positive and negative numbers.
You could use something like hot or cold, loss or gain, drop or rise to represent the positive and negative numbers.
It could be a board, card, dice or any sort of game that you like.
 - Write out the rules and design the board if your game has one.
 - Play the game with a partner or group.



Subtracting hot will make it colder.
Subtracting cold will make it hotter.

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