

# Home Link Workers – Scottish Attainment Challenge

## Home Learning Activities

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| Activity Title: ‘Fast Track’ Make Your Own Board Game |  |
| Age range: | 7 – 14 (P3 – S3) (recognition of numbers 1-5 and ability or support to be able to add and subtract + or – 2) |
| Area of the Curriculum: | Numeracy |
| Resources required: | Paper, Printer, Scissors, glue and tape. OR Draw your own board game (instructions below). |
| Time / length of the activity: | 15mins to set up and create, 30 mins+ to play. |
| Number of people required: | 2+ |
| Instructions: | If printing, follow the instruction on all three sheets.  If drawing a your own track, use a large piece of paper or cardboard to draw a track shape and divide in to spaces with a starting point and a finish line. Choose 3-4 actions and write these in spaces across your track like the example below i.e. you’ve reached a pit stop, miss a turn or you have hit a boost, move forward two spaces!  Counters could be your own toy cars, or anything you like. You can use a dice from an old board game, or write numbers 1-5 on paper, fold these up and put them in a bowl and each player picks out a piece to see how many spaces they’ll move for their turn.  The winner is the first to the finish line! |
| Further learning opportunities: | When creating your own board game you can make the actions more challenging by using bigger numbers or sums instead! E.g. you’ve reach a boost point, the sum of 3+1 is how many spaces you get to move forward! |





