

# Scottish Attainment Challenge

## Mentoring Development Officers Activities

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| Activity Title: | Spiral |
| Age range: | P7+ |
| Area of the Curriculum: | Numeracy |
| Resources required: | Two dice, counters, beads or small stones and pack of playing cards. |
| Time / length of the activity: | 45 minutes |
| Number of people required: | 2+ |
| Instructions:  C:\Users\RankinF\Pictures\OIP 1.jpg | * Start with a complete set of cards, and game pieces (stones, beads or counters) for each player. * The Ace =1, Jack = 11, Queen = 12 and the King = 13. * Place one card and then continue until they are in a spiral shape suing up all the cards, this is your game board. * Each player places their game pieces at the start which is the centre of the spiral. * Player 1 rolls the two dice and moves that number of cards on the board. * They must add the number on the card they landed on and the number on the two dice and if they get it correct they stay where they are. * If they get it wrong then they move back to their previous position. Give a time limit for each player to get the correct answer i.e. 5 seconds. * Players keep taking turns and moving along the game board until someone reaches the end. * If a player lands on a card with another player then that player has to return to the start. * If a player lands on the same number of card as their dice then they get to play again. |
| Further learning | Try with multiplication. Or use more dice to create more numbers to add together. |

**For hygiene reasons please ensure you wash your hands and any objects you have been touching after you have finished the activity.**