

# 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.
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| 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.**