

SALAMANDER SHOOT OUT 0 TO 10

This Shoot Out game is a game which involves trying to be the first person to shoot out all the numbers on their grid.

It has an element of luck, but it is a great game for developing quick addition and subtraction fact skills.

Age Range: 1ST Grade +

Number of players: 2

Learning: add and subtract (optionally multiply and divide) with numbers up to 6

You will need:

- 2 Dice
- 9 counters in different colors

Instructions:

- If you are using the blank grids, each player chooses 9 **different** numbers between 0 and 10. The players write their numbers **on their opponent's** blank 3 by 3 grid.
- Take turns to throw the dice.
- Use the numbers on the dice and your + and - skills to make the numbers on one of the uncovered part of your grid (with the numbers your opponent has chosen for you). Older children could also use \times and \div too.
- Example: if you roll a 1 and a 4, you could make 5 ($4+1$), a 3 ($4-1$) or a 4 (4×1).
- Shoot out the number on the grid by covering it up with one of your counters.
- If you can't make a number on one of the uncovered parts of your grid, you give the dice to the next player.
- The winner is the player who finishes shooting out their grid first!

Variations:

- Play the game with more players by printing off more game sheets.
- (Quicker game) The winner is the first person who shoots out a row of 3 numbers on their grid (horizontal, vertical or diagonal).

Any player is allowed to shoot out any number on **any** grid. When the grids are all shot-out, the player with the most counters placed on the grids is the winner.

SALAMANDER SHOOT OUT

0 TO 10!

Who will be first to shoot out their opponents numbers?

9 5 10 3 1 8 0 4 6 2 7



4	3	1
2	9	7
6	8	5

10	4	3
6	8	5
2	0	7



- SALAMANDER SHOOT



0 TO 10!

Who will be first to shoot out their opponents numbers?

9 5 10 3 1 8 0 4 6 2 7



