



Activity C.3
Land Grab Number Sentences II

Game Objective: Each player tries to capture as much land as possible.

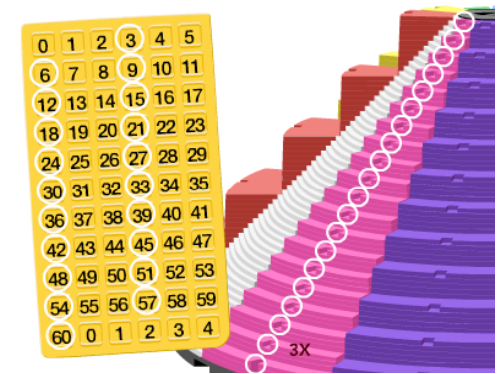
Recommended Number of Players: 1 - 4

Ages: 7 - 9



Setup:

- 1) Staircases may be set up in any order. Hint: Place the staircases in a different sequence each time you play.
- 2) Players put the multiples on the Mountain on staircases $3x \rightarrow 12x$.
- 3) Decide how the score will be calculated by picking either one of these choices:
 - a. The score equals the number of parcels of land owned (represented by the amount of tokens captured); or
 - b. The score equals the sum of the value of the land captured (represented by the numbers on the tokens captured).



Play:

- 1) Players point to any two parcels and say any number sentence that uses those numbers. If they are correct, they get to capture the parcels of the land.
 - a. For example, for tokens on the 3rd step of the 10x staircase, labeled 30, and the fourth step on the 4x staircase, labeled 16, the player could say " $30 + 16 = 46$ " or " $30 - 16 = 14$ ", and so on.
 - b. If the player is incorrect, he/she forfeits his/her turn.
- 2) Optional advanced play: Rather than using the value of the tokens in the number sentence, the player must use the underlying multiplication problems in their number sentences. For example: $(4 \times 4) + (3 \times 10) = 46$.

- 3) When all land has been captured, each player calculates his/her score as previously decided.
 - a. Counts the number of parcels of land owned (represented by the amount of tokens captured); or
 - b. Adds up the value of land captured (represented by the numbers on the tokens captured).

Variation:

Have two opposing teams. For each turn, each team poses the problem that the other team has to solve by pointing to two tokens. If the opposing team produces a correct number sentence, that team captures and removes the two tokens. If the opposing team is incorrect, the team posing the problem can capture the tokens if they answer the problem correctly. The final score is determined by the amount of parcels (tokens) each team has captured or the sum of the face value of the parcels captured.