Covers

2	1	3	5	3	7	5	4	5	1
6	5	2	5	5	1	3	5	2	3
1	3	4	6	8	4	6	8	1	5
4	7	1	7	3	2	1	4	8	3
5	3	7	8	3	4	6	3	6	1
7	4	6	2	5	1	5	2	6	4
2	7	4	6	3	6	4	6	1	8

Covers

North Coast Region Mathematics

Big Idea: Operate/Calculate

Suits: Years 1-3

Materials:
One gameboard for each group of students
Ten counters for each player (different colours for each player)
One 10-sided dice per group

Instructions:
This is a game for two or three players. Players share a common gameboard. Each player has a different set of like-coloured counters.

Covers

2	1	3	5	3	7	5	4	5	1
6	5	2	5	5	1	3	5	2	3
1	3	4	6	8	4	6	8	1	5
4	7	1	7	3	2	1	4	8	3
5	3	7	8	3	4	6	3	6	1
7	4	6	2	5	1	5	2	6	4
2	7	4	6	3	6	4	6	1	8

Players take turns to roll the dice. On their turn, each player aims to partition the rolled number and cover the 'parts' on the board, eg.
Player 1 rolls **8**, and covers 4 and 4
Player 2 rolls **5**, and covers 2 and 3

Covers

2	1	3	5	3	7	5	4	5	1
6	5	2	5	5	1	3	5	2	3
1	3	4	6	8	4	6	8	1	5
4	7	1	7	3	2	1	4	8	3
5	3	7	8	3	4	6	3	6	1
7	4	6	2	5	1	5	2	6	4
2	7	4	6	3	6	4	6	1	8

Numbers can only be partitioned into two or three smaller numbers, eg. 8 as 4 and 4, but 8 also as 4, 3 and 1, or 8 as 3, 3 and 2.

If a 1 is rolled, one counter can be placed on the board (on a space with a 1 showing).
If a 0 is rolled, roll again.

The first player to cover a **straight line of four digits** (vertical, horizontal or diagonal) in their colour, **WINS** the game.

Partition Party

A game for 2 or Whole Class

North Coast Region Mathematics

Big Idea: Place Value

Suits: Years 3-7

Materials:

three 20 sided dice

Players use non-standard partitioning to form the largest number possible with the three numbers rolled on a 20-sided dice.

Instructions:

- Pairs of students share a 20-sided dice.
- Players take turns to roll the dice three times, recording each outcome as it is rolled, eg. Player 1 rolls and records: 13, 7 and 11
- After the rolls are completed, the player then assigns a place value to each number (hundreds, tens and ones), eg. Player 1 decides to use 13 hundreds, 11 tens and 7 ones.
- Player 2 might roll: 12, 15 and 1. She decides on 15 hundreds, 12 tens and 1 one.
- Players calculate the sum of the place value parts, eg.
  Player 1: 1300 + 110 + 7 = 1417
  Player 2: 1500 + 120 + 1 = 1621
- The player with the largest sum, wins the round.
- Play several rounds of the game.