RACE FOR SPACE

Players: 2-4
Age: Junior Students

Materials:
- Grid (15x 15)
- Colour Tiles (Different colour for each player)
- 2 dice

In the game Race For Space, each player rolls 2 dice when it is their turn. They use the numbers they rolled to make a multiplication ARRAY on the board with their tiles. For example:
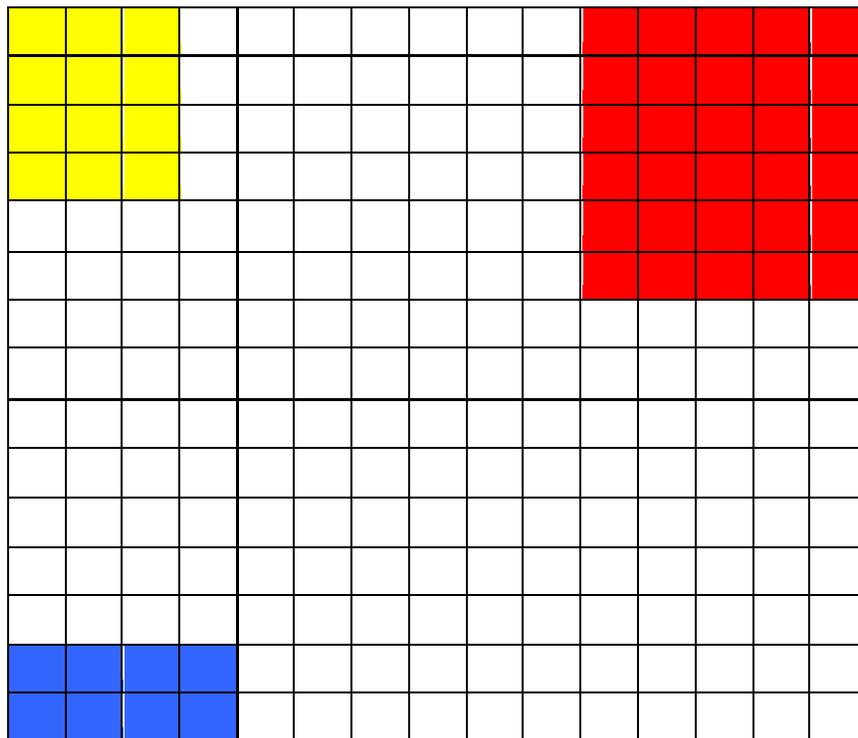
 I Roll a 3 and a 4, which is 3 x 4 =12.
Therefore my ARRAY will be 3 rows of 4 (or 4 rows of 3). It must be the array you rolled.

For example, you are not allowed to make 2 rows of 6 (also 12).

The next person rolled a 5 and a 6, which is 5 x 6 = 30. Their ARRAY will be 5 rows of 6.
The next roll is a 2 and a 4, so their ARRAY will be 2 rows of 4.

If there is not enough space left on the board to place your full array you will pass. When the entire board is covered in tiles the game is over. Each player will count how many tiles they have on the board and the person with the most WINS.

MODIFICATIONS:

- Grid size (You can make the grid of the playing space larger or smaller).
- Primary students can add the two numbers instead of multiplying. For example, if a player rolls a 4 and 3, they would add these numbers and put 7 tiles on the board.

Math!

- This game is a wonderful way for students to practice their math facts up to multiplication facts of the "6 times table" (or addition facts up to 6 + 6).
- Arrays allow students to develop an understanding that multiplication is "groups of", so an array of 3 tiles by 5 tiles shows 3 groups of 5, or 15 tiles.
- Arrays also demonstrate that 3 x 5 (3 groups of 5) is the same as 5 x 3 (5 groups of 3).