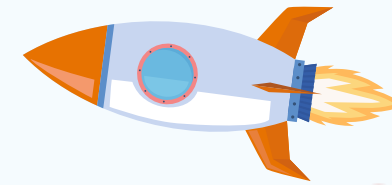




ABEC02ACT0805

CATCH THE STARS

Captain has asked you to catch as many stars as you can for him to put in his rocket.
See how many stars you can catch!



Age range : Std. 2 +

Number of players : 2

Learning :

- Add, subtract, multiply three numbers between 1 and 6

You will need :

- 3 dice
- 14 counters of a certain colour per player

Instructions :

- Take turns to throw the dice.
- When the dice are thrown, use your + and – and x skills to make the numbers on one of the stars. [Example : If you roll a 3, 4 and 5, you can make 12 ($3 + 4 + 5$) or 2 ($3 + 4 - 5$) or 17 ($5 \times 4 - 3$) or 19 ($5 \times 3 + 4$) etc.
- Cover the star with one of your counters. Pass the dice to the next person. If the star is already covered with a token no other token can be place on the same star.
- Even if you can't make a number that is open on the stars, the turn still passes to the next player.
- The game is over when all the stars are covered up. The one who has caught the most stars is the winner.

Make it more challenging :

- Allow division as well, to make the numbers.
- The first player to catch three stars in a row (horizontal or vertical) is the winner.

ARPITA KARKAREY'S



WALNUT
LEARNING SYSTEM