

# Long Walk, Short Pier

**Number of Students:** Pairs

**Materials:**

- 1 game board per pair
- 1 Spinner (plus or minus) per pair
- 1 Spinner 0 – 20 per pair
- 1 Spinner 1 – 9 per pair
- 1 set of player pointers per group
- 1 paperclip per pair
- 1 pencil per person
- 1 sheet of paper, pad or exercise book per person

**Preparation:**

Photocopy or print sufficient game sheets so that there is one for each person

Photocopy or print sufficient spinner sheets so that there is one or each type for each pair

Spinner sheets and game board sheets need to be cut (there are 2 spinners/game boards per page)

Both spinner sheets and game boards can be laminated for longevity, although this is not strictly necessary.

**How :**

Each student places a marker on the game board pointing exactly to 50 (the player 1 marker is placed above the line, the player 2 marker is placed below).

Students take turns to spin the three spinners. They then move their marker as indicated, for example a spin of '+', 'twenty' and 'five' means the marker is moved 25 to the right.

If a player's number goes below 10, they win. If their number goes above 90, they lose.

Students should be encouraged to move their markers first by tens (while counting up or back by 10s), and then by ones to make up the number spun. They should also be encouraged to observe any patterns as they do this.

After each turn, students should record their move as an equation. For example if they were on 50 and spun '-', 'twenty' and '7', they should write ' $50 - 27 = 23$ '.

Once they become familiar with the game, students should be encouraged to 'guess' the answer (the number they are going to end up on) before moving their marker.