

A fun game to reinforce the concept of doubling (and halving).

You will need:

- Two players
- One "Doubles and Halves" game board
- One 1-6 dice
- A collection of counters, one colour for each player

How to play:

The first player places one of his counters on the flower marked '**Start**' (at the bottom of the board). He then rolls the dice and moves his counter around the oval in a clockwise direction the number shown on the dice. The flower number where he lands is his first number. He must mentally double this number, explaining to the other player what calculations he is making in his head, and then look for that double on the ladybirds in the centre of the board. At this point both players must agree that the 'double' that has been calculated is

correct. Encourage them to say out loud what they have done, see example*. If the number is available he can cover it with another of his counters. If the number he needs has already been covered by a counter, his turn ends.

Play now passes to the other player. This player repeats the above actions.

The winner of the game is the player who covers the most ladybirds with his counters.

Options:

- Children could record their calculations after each turn if this will be helpful for them.
- Other dice could be used to adjust the game
- Play for a set length of time. Use a sand-timer so that the game stops after 2 minutes

Alternatives:

- Some players may benefit from using equipment to help them calculate the doubles. In this case, ensure they have a large quantity of counters. When they land on a flower number they should count out this number of counters, laying the counters in a row in front of them, then select the same number again and line them up, one-for-one. A final count will give them the total (double), now the counters can be placed in one pile on the appropriate ladybird.
- 2. If you have transparent counters (or curtain rings!), these can be placed over each of the ladybirds before the game begins. In this version when a number is doubled the player collects the counter from the ladybird, and the winner is the one who has collected the most counters when all of the ladybirds are empty.

For example, the player rolls a 5 and lands on the flower marked '5', he calculates that doubling this will give him ten and the other player agrees. Both players say, "Double 5 is 10, and half of 10 is 5."









