

Count Down to Zero

richgames
for learning



Hello

Thank you for downloading this Rich Games for Learning resource. I designed this game as a fun way for students to explore mathematical concepts.

I have created this game as a free resource and it would be great if you could share it around with friends and colleagues who may like to play this game with their children.

Thanks for sharing, I hope you and your children have fun with this game. For more games please have a look at [Rich Games for Learning](#).

Kind Regards

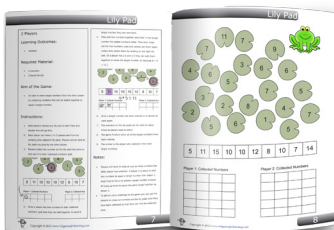
Gareth Brown



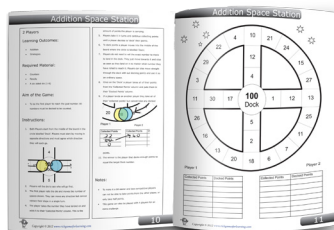
Also have a look at these great printable games

(Just click on the picture to have a look)

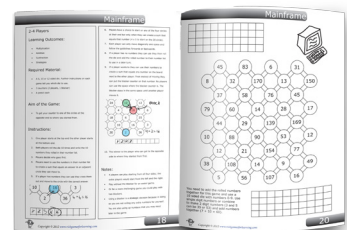
Lily Pad
Addition Game for
Grades K-2



Space Station
Addition Game for
Grades 3-4



Mainframe
Multiplication Game for
Grades 5-6



Count Down to Zero

2 Players

Learning Outcomes:

- Subtraction

Required Material:

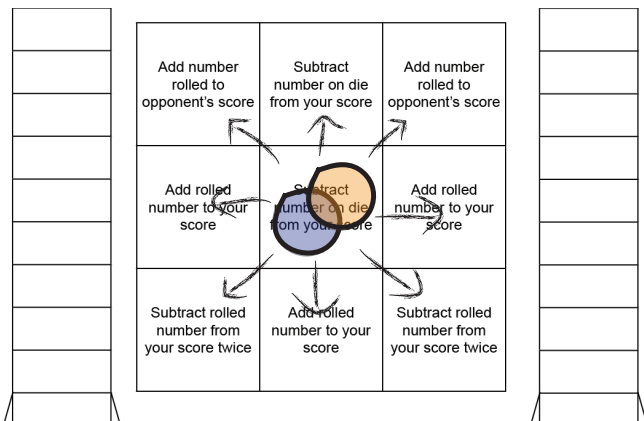
- Pencils
- 2 counters
- A ten sided die (1 - 10)

Aim of the Game:

- To be the first player to reach zero by subtracting the number rolled on the die from their total score.

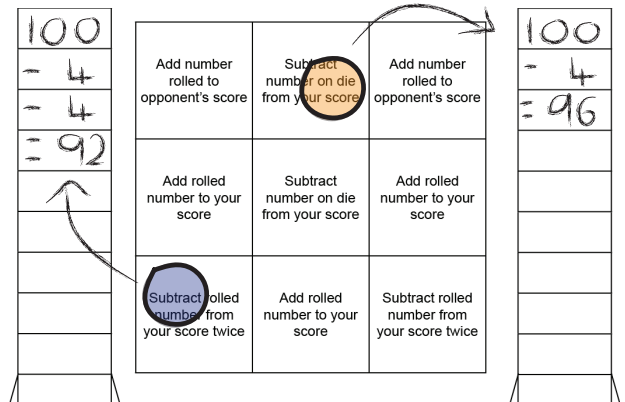
Instructions:

1. Both players start with their score set to 100 and place their counters in the middle square on the grid.



2. At the beginning of each round the die is rolled once. The number on the die is used by each player for their preceding turns.
3. Each player moves their counter into a space on the grid either up, down, left, right or diagonally.
4. They then use the number rolled at the beginning and follow the instruction on the space they have moved

to. (If a 4 was rolled and the space says 'Subtract number on die from your score' then the player subtracts 4 from their total score).



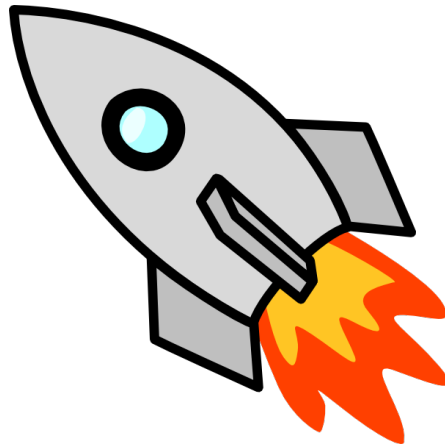
5. During each round a different player moves first. (The sequence of a round would go: die is rolled, player 1 moves, player 2 moves, both players follow instructions on their space. The next turn would go: die is rolled, player 2 moves and then player 1).
6. Players cannot move to a space that is occupied by the other player, unless they're at the very start and both have to start from the middle.
7. Each turn a player has to move their counter; they cannot stay in the same space.
8. The game ends when one player has reached zero or below. The player who reaches zero first is the winner.

Notes:

- Children will need to think strategically about moving to the 'Subtract rolled number from your score twice' space. To get there they might have to move through the 'Add rolled number to your score' space if the other player is blocking them from another direction.
- Players need to take advantage of low numbers to move into the 'Add rolled number to your score' space and hope the next rolled number is larger, allowing them to move into the 'Subtract rolled number from your score twice' space.



Count Down to Zero



100

Player 1

100

Player 2

Add number rolled to opponent's score	Subtract number on die from your score	Add number rolled to opponent's score
Add rolled number to your score	Subtract number on die from your score	Add rolled number to your score
Subtract rolled number from your score twice	Add rolled number to your score	Subtract rolled number from your score twice

