Fives and Threes

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	

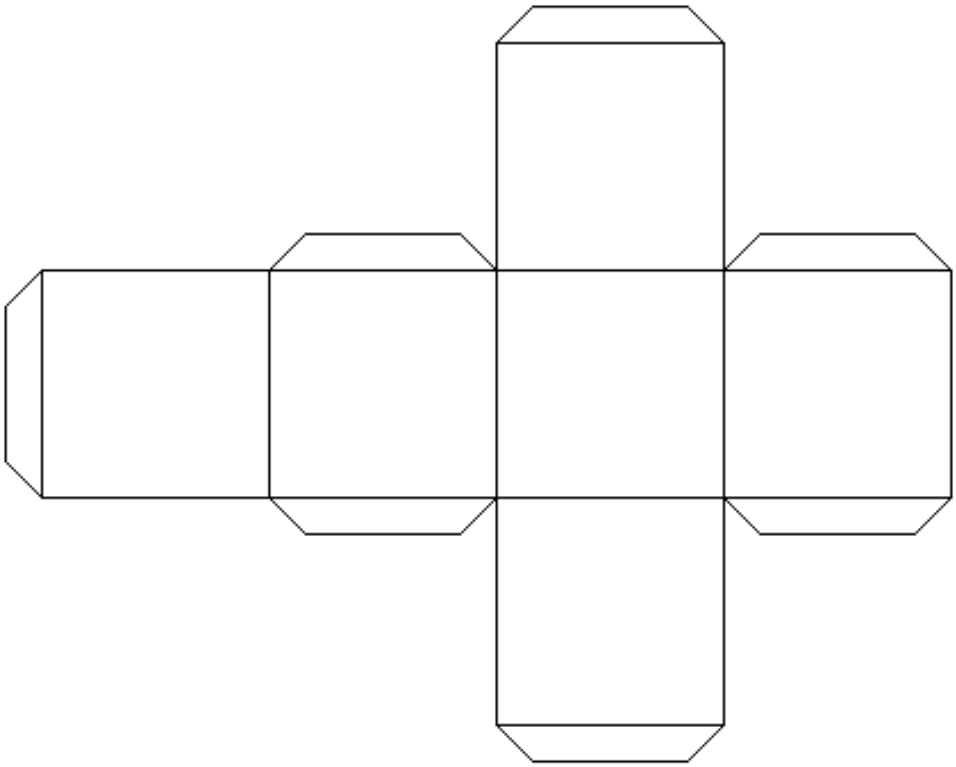
What you need: A 100 square, one die (one die – two dice), one counter each.

1. Take turns to throw the die.
2. Move your counter the number of squares shown on your die.
3. If your counter lands on a *multiple of three,* you may jump forward to the *next* multiple of three.
4. If your counter lands on a *multiple of 5*, you must jump backwards to the last multiple of 5, or to zero.
5. Counters may land on the same square.
6. The winner is the first player to land on the 100 square.

Of course, you could change the multiples to something different, to help you learn your tables.

Why don't you make your own die. Cut out the net below and draw in the numbers 1 to 6.

Do you know how the numbers on a die are arranged? (All of the numbers on opposite faces add up to 7.) So how would they be arranged?



Good luck!

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