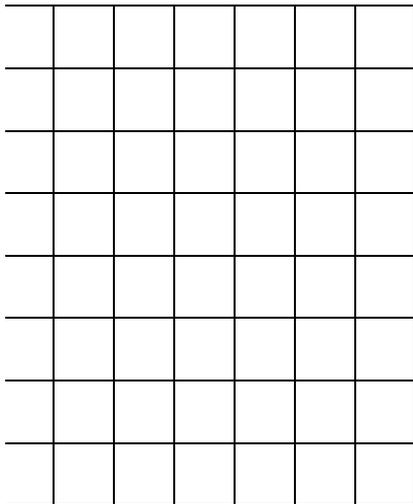


Build the Houses - A Strategy Game - Numeracy - KS2



Instructions for the Basic Game

- (1) A game for two players - each player to have a 7x8 grid like the one on the left. This is the "Town".
- (2) Each player takes it in turns to throw ONE dice.
- (3) The score shown on the dice will be the number of squares in any ONE row each player can colour in with a house. They only colour in houses on their own throw.
- (4) For each throw the line of houses must be continuous. If this cannot be done (e.g. if the thrown number is too big) then a turn is missed.
- (5) The first player to fill the town with houses is the winner.

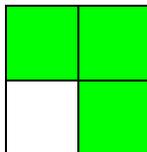
Questions to Ask

What are the best strategies to use to help you win?

How could you change the rules? Would you have to change your strategy.

Suggestions for Rule Changes - Thanks to Year 5 - Lane End Primary for these ideas.

- (1) Colour in columns instead of rows.
- (2) One player chooses rows the other columns.
- (3) Each player can colour in either direction - as long as the line is continuous.
- (4) Each player can colour in the dice score in any direction as long as the squares touch along an edge and are continuous.



- (5) Each player colours in along a diagonal.
- (6) Each player colours in squares for both dice throws - their own and their opponents. Will it always be a draw.
- (7) Use two dice - combine the scores - adding, subtracting etc. Some combinations don't work very well. E.g If only adding cannot get 1!
- (8) A larger or smaller grid.
- (9) A larger grid - with the square of the number on the dice coloured in - throw 6 - colour in 36 etc. Use basic rules to start with.
- (10) Use two dice and choose a number each - and then take it in turns to choose the first number.
- (11) Using one dice - if an even number is thrown split evenly e.g. Throw a 6 and colour 3 and 3. If an odd number must be split nearest equal e.g. Throw a 5 must be split 3 and 2.

Notes:

I introduced the game to the Year 5 class and we played it together. I then asked for suggestions for variations to the rules - which are shown above. They were also very good at pointing out which ones didn't produce very good games.