

Ages 5-7

Enter the scrapyard

TEACHER'S NOTES



How to play

Start at 'Go!', then move around the zones until you reach Rusty!

You will need...

Counters for each player and  x1

Zone 1: Subitise



To move onto a tile, you must roll that amount using your die.

The rules

Start each zone on the green tile and finish on the pink.

Only move 1 tile at a time.

Only 1 roll of the die per go.



Zone 2: Part-whole challenge



To move onto a tile, you must roll the amount the ? represents using your die.

NumBots Counters

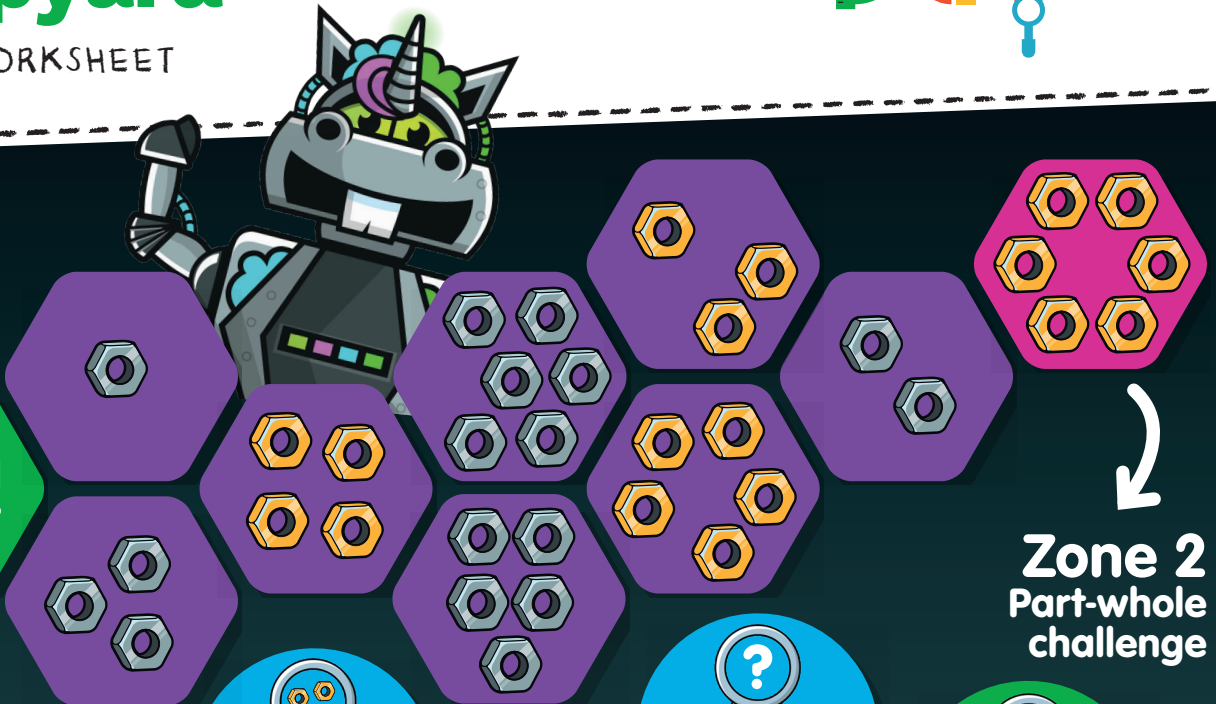


#numberday

Enter the scrapyard

PUPIL'S WORKSHEET

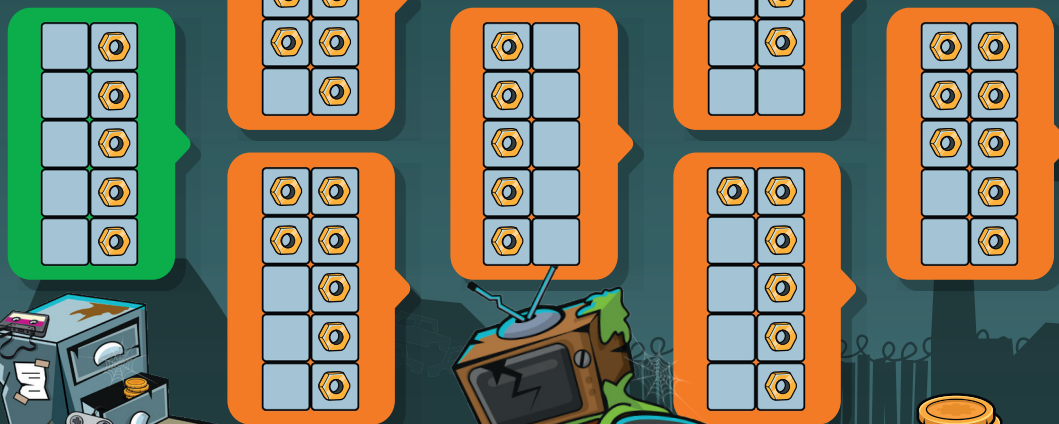
Zone 1 Subitise



Zone 2 Part-whole challenge



Zone 3 Number bonds



**WELL DONE!
YOU DID IT!**

CREATED BY