

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.

Zone 2: Part-whole challenge



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

Zone 3: Number bonds



To move onto a tile, you must roll the missing amount in the tens frame to make the number bond to '10'.

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.



NumBots Counters ✂



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PUPILS' WORKSHEET

Zone 1 Subitise



A cluster of ten hexagonal tiles, each containing a different number of bolts (1 through 8). A robot unicorn character is positioned behind the tiles. A green hexagon with the word "GO!" is on the left. An arrow points from the top right towards Zone 2.

Zone 2 Part-whole challenge

A collection of circular tiles for a part-whole challenge. Each tile is divided into three sections. Some sections contain bolts, while others contain question marks. The tiles are arranged in a grid-like pattern.

Zone 3 Number bonds



A collection of ten number bond grids. Each grid is a 2x5 rectangle. Some grids are partially filled with bolts, while others are empty. The grids are arranged in two rows of five.

WELL DONE!
YOU DID IT!

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