

Jump Up & Down

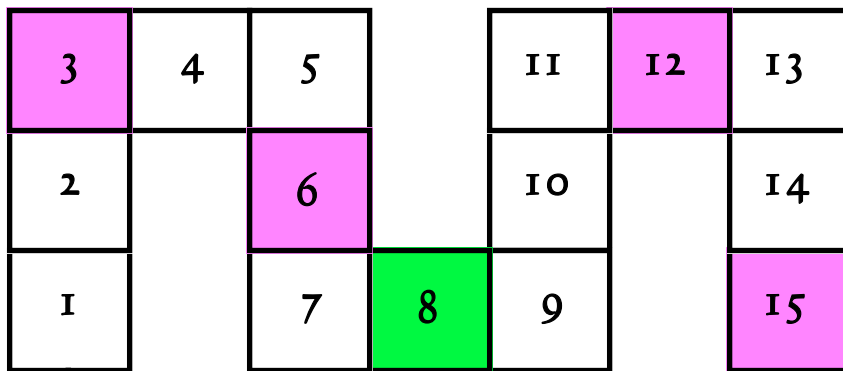
Use a 10-sided die and take turns to move around the number spiral.

pink = jump 10 forward

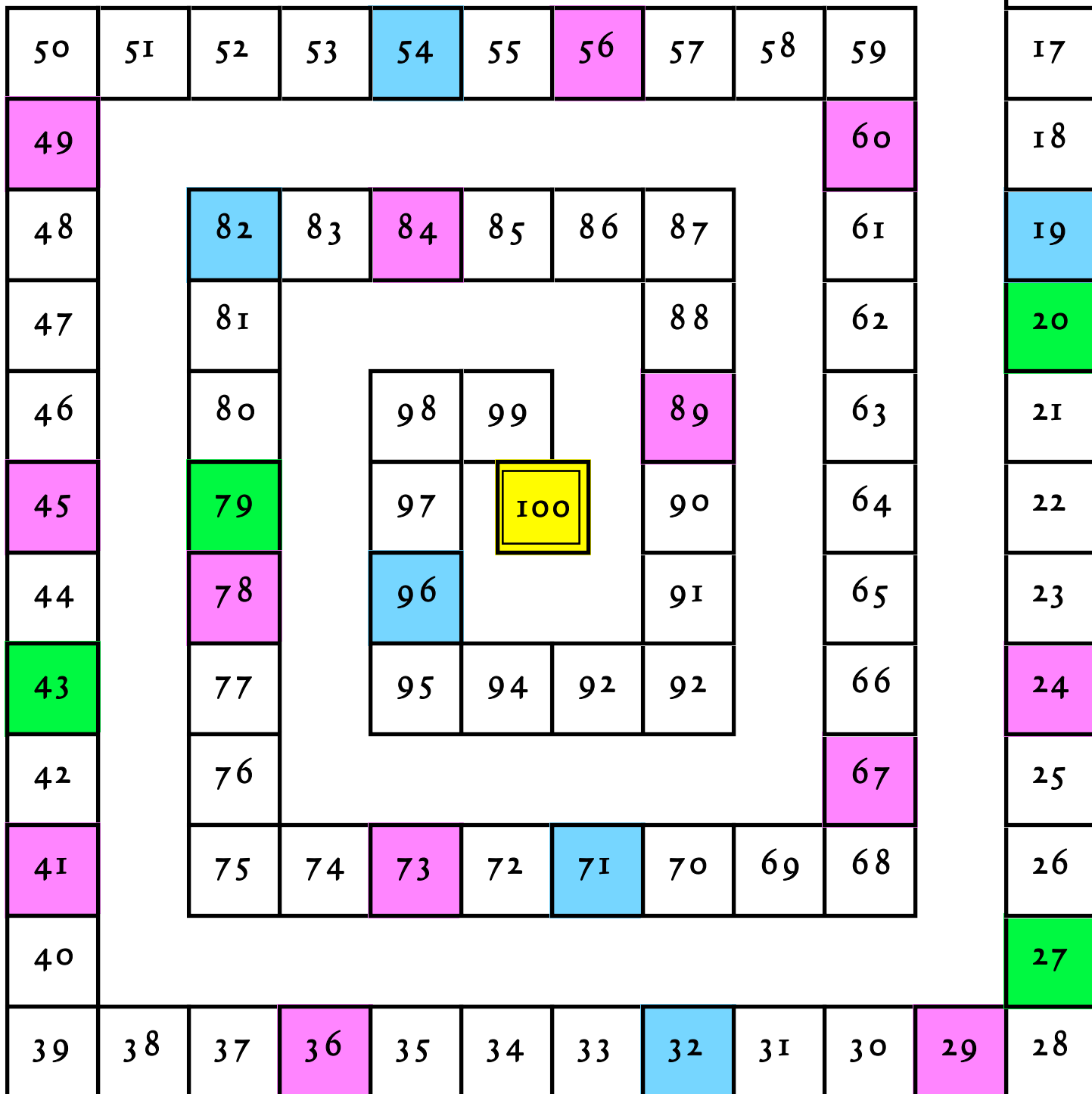
green = jump 20 forward

blue = jump 10 back

N.B. 'jump' means jump! No counting!



start here



THE JUMP UP & DOWN GAME

EQUIPMENT NEEDED TO PLAY THE GAME

Game board (above)

A 10-sided die. Either a 1–10 die, or, if the die shows 0–9, alter the zero so that it reads '10'.

A token for each of the 2 or 3 players.



RULES

Players take turns to throw the die and move their token around the number track. If the token lands on a pink square, the player moves it in one jump (counting ten separate steps is absolutely forbidden!) to the number that is 10 spaces ahead along the track. Similarly, if the player throws a 10, the token must be moved in a single jump. A green square denotes a forward move of 20, again in one jump. If the token lands on a blue square, the player moves it in one jump (never in ten separate backward steps!) to the number that is 10 less. The winner is the first one to reach, or pass, 100.

TEACHING POINTS

This is a good game to play alongside early work on place value.

Pupils can be introduced to place value work by building numbers out of base-ten materials such as Dienes or Cuisenaire rods, on place value mats, as shown here. Laminate the mats and ask pupils to record beneath the blocks or rods how many are in each section. This helps pupils build understanding about column value and the meaning of zero. The next step is to add or subtract amounts on the mats.

Hundreds	Tens	Units
		
	3	1

It is important for pupils to realise that when adding, or subtracting, one or more tens to a number, only the digits in the tens column will change when the number is written down. Pupils who understand this will be able to play the Jump Up & Down game by working out where their token must move to before moving it, and without having to count ten separate steps forwards or backwards.

The game is worth revisiting during work on the bridging technique. When so much attention and effort is spent on learning how to bridge through ten, or multiples of ten, it can be good for pupils to remember that adding or subtracting 10 does NOT require bridging through ten.