

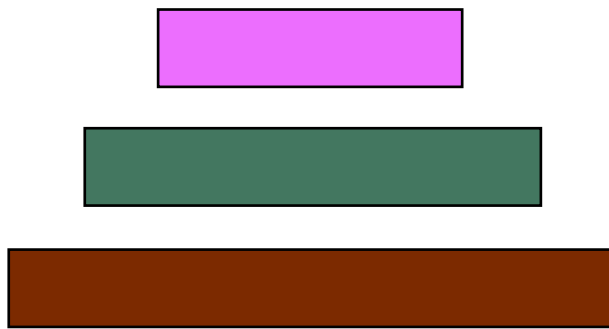
TWO ODDS MAKE AN EVEN

(AND SO DO TWO EVENS!)

Equipment needed to play either version of the game

A game board for each player. A 1–6 die. Cuisenaire rods.

[N.B. A game board simply shows three coloured rectangles to match the size of the Cuisenaire rod for the even numbers 4, 6 and 8. You can print off the board below, or players can cut out strips of 4, 6 and 8 squares from 1cm squared paper, colour the rectangles as shown and stick them on their boards in any arrangement they like.]



Rules for TWO ODDS MAKE AN EVEN

Take turns to throw a 1–6 die. Take a rod on every turn as follows: if the number you throw is ODD, take the rod that matches the throw. If the number you throw is EVEN, choose a rod that is worth either 1 more or 1 less than your throw. Collect rods until you can put two together to cover one rectangle (i.e, rods for two odd numbers that up to 4, 6 or 8). Once placed on the board, rods cannot be moved.

The winner is the first person to cover all three rectangles with rods.

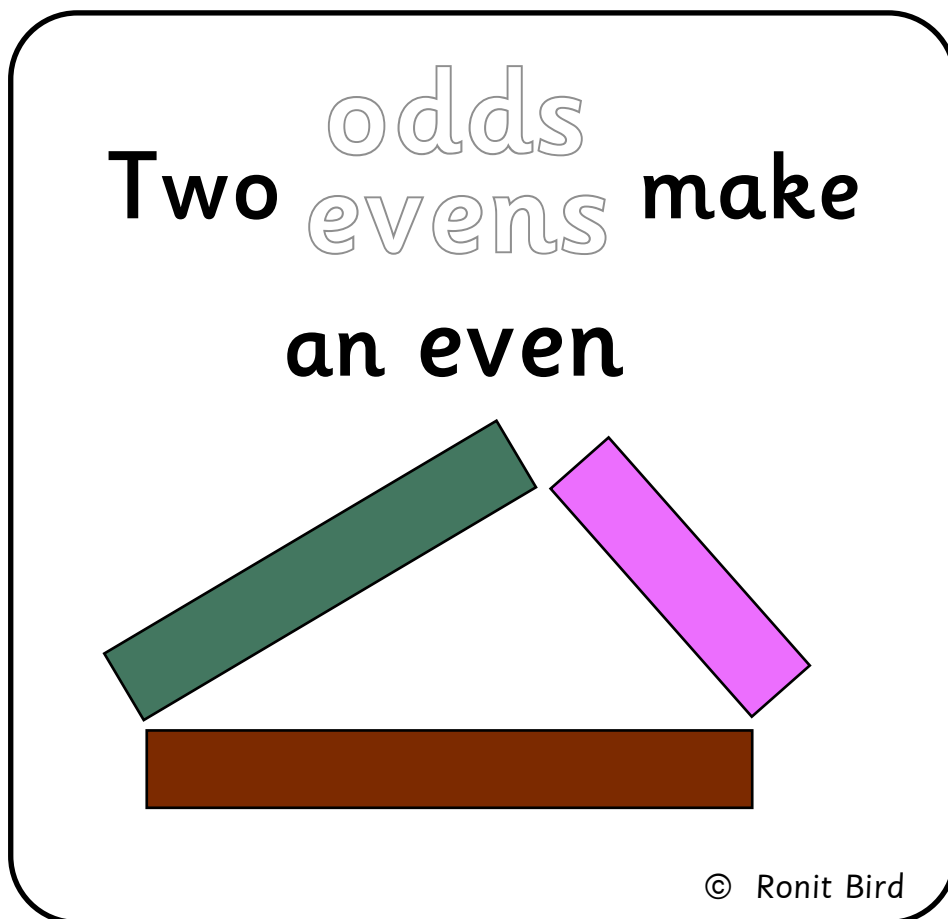
Rules for TWO EVENS MAKE AN EVEN

Take turns to throw a 1–6 die. Take a rod on every turn as follows: if the number you throw is EVEN, take the rod that matches the throw. If the number you throw is ODD, choose a rod that is worth either 1 more or 1 less than your throw. Collect rods until you can put two together to cover one rectangle (i.e, rods for two even numbers that up to 4, 6 or 8). Once placed on the board, rods cannot be moved.

The winner is the first person to cover all three rectangles with rods.

Teaching points:

- ◆ Odd and even numbers alternate along the counting sequence, i.e. 1 more or 1 less than an even number must be odd while 1 more or 1 less than an odd number must be even.
- ◆ Adding two odd numbers creates an even number.
- ◆ Adding two even numbers creates another even number.
- ◆ Different ways of building the numbers 4, 6 and 8 from two components.



If you print off this board rather than make your own, be sure to colour in the word that identifies which version of the game you are playing.