

TEACHING POINTS

Abstract practice in the **key component facts**. The focus is on identifying which smaller components are the key building blocks for each of the numbers up to 10.

Before playing this game, players should have previous experience of: putting together key facts concretely, recognising key component facts abstractly, and using the triad notation to jot down number relationships. [The **key component facts** are the doubles and near-doubles facts.]

EQUIPMENT NEEDED TO PLAY THE GAME

A game board for each player and a pencil; a 1–6 digit die (or a 1 – 5 spinner).

RULES

Take turns to throw the die, and roll again if you get a 6. Copy the number from the die into one of the relevant boxes on your game board. (For example, if you roll 5, you can record 5 as one of the components in the box for 9 or the box for 10. If all three spaces in which 5 can be written are already filled in, miss the turn.) As soon as you have both components for any one number, mark it in some way (e.g. colour in the number at the top of the triad, or circle it).

The winner is the first to complete a row of three boxes (horizontally, vertically or diagonally).

Key Components - Triads Board Game

$ \begin{array}{c} 2 \\ \diagdown \quad \diagup \\ + \end{array} $	$ \begin{array}{c} 3 \\ \diagdown \quad \diagup \\ + \end{array} $	$ \begin{array}{c} 4 \\ \diagdown \quad \diagup \\ + \end{array} $
$ \begin{array}{c} 5 \\ \diagdown \quad \diagup \\ + \end{array} $	$ \begin{array}{c} 6 \\ \diagdown \quad \diagup \\ + \end{array} $	$ \begin{array}{c} 7 \\ \diagdown \quad \diagup \\ + \end{array} $
$ \begin{array}{c} 8 \\ \diagdown \quad \diagup \\ + \end{array} $	$ \begin{array}{c} 9 \\ \diagdown \quad \diagup \\ + \end{array} $	$ \begin{array}{c} 10 \\ \diagdown \quad \diagup \\ + \end{array} $

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