

# Maths Game

## Join the Dots

A game for 2 players

### You will need:

- A dotted game board
- One pencil for each player

### Instructions

Players take it in turns to draw a line to connect two adjacent dots (two dots that are next to each other) on the board, either horizontally or vertically, but not diagonally.

When a player creates a square by drawing in the fourth side (it doesn't matter which player drew the other three sides), they write their initial in the square and then draw another line.

Lines are drawn until all the squares are claimed. The player with the most initials in the squares is the winner.

### Information for Parents/Carers

This is an old classic game, but is very useful for developing children's strategic thinking.

The game can be played by printing out or drawing your own game board.

Encourage children to think about where they choose to draw the line and to think ahead as to where their opponent might place their line, or whether they can win a square as a result of a line drawn.

To make the game more challenging, play with game board 2. It is played in the same way, but when all of the squares have been made, each player adds up the numbers in their squares. The winner in this game is the one with the highest score, rather than the one with the most squares to their name.

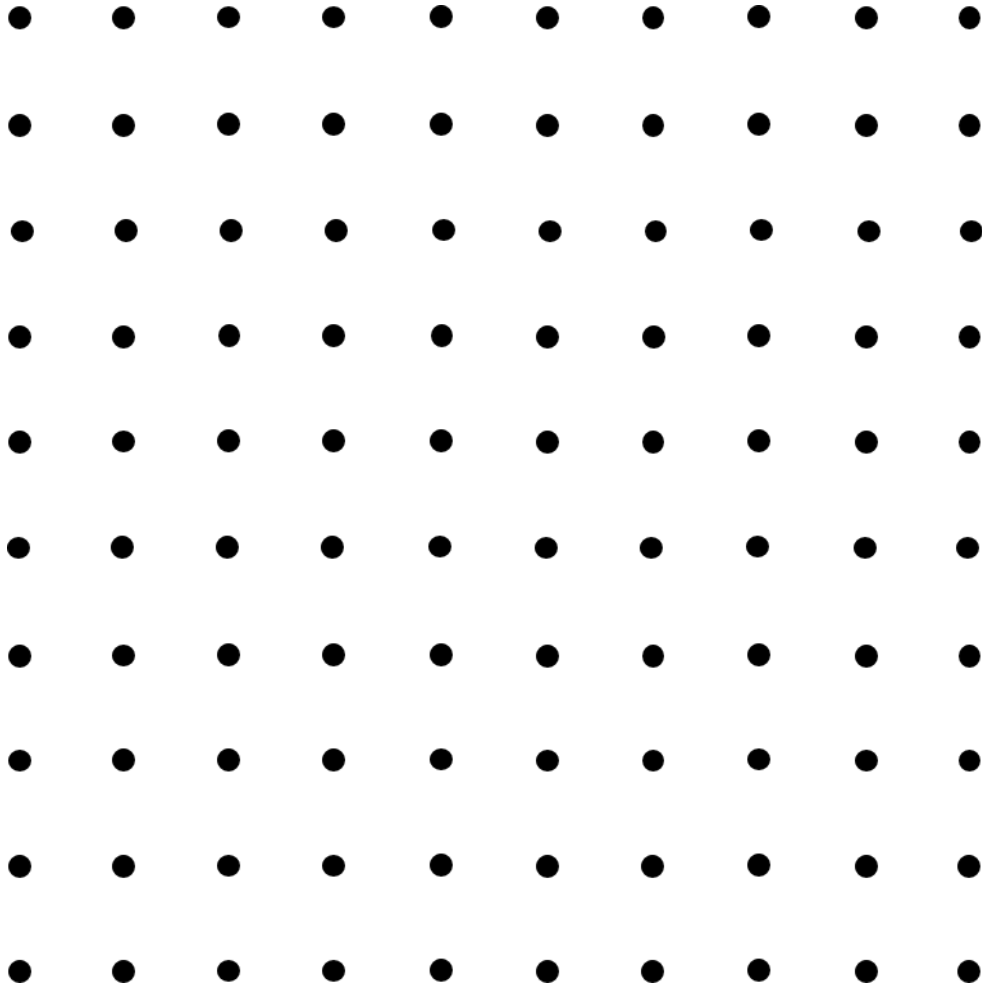
As a guide to the numbers to work with for your child:

**Reception to Year Two:** Game board 1

**Year Three to Year Six:** Game board 1 or game board 2

# Maths Game

## Game Board 1



# Maths Game

## Game Board 2

•	•	•	•	•	•	•	•	•	•	•
5	3	4	6	7	8	9	1	2		
•	•	•	•	•	•	•	•	•	•	•
6	7	2	1	9	5	3	4	8		
•	•	•	•	•	•	•	•	•	•	•
1	9	8	3	4	2	5	6	7		
•	•	•	•	•	•	•	•	•	•	•
8	5	9	7	6	1	4	2	3		
•	•	•	•	•	•	•	•	•	•	•
4	2	6	8	5	3	7	9	1		
•	•	•	•	•	•	•	•	•	•	•
7	1	3	9	2	4	8	5	6		
•	•	•	•	•	•	•	•	•	•	•
9	6	1	5	3	7	2	8	4		
•	•	•	•	•	•	•	•	•	•	•
2	8	7	4	1	9	6	3	5		
•	•	•	•	•	•	•	•	•	•	•
3	4	5	2	8	6	1	7	9		
•	•	•	•	•	•	•	•	•	•	•