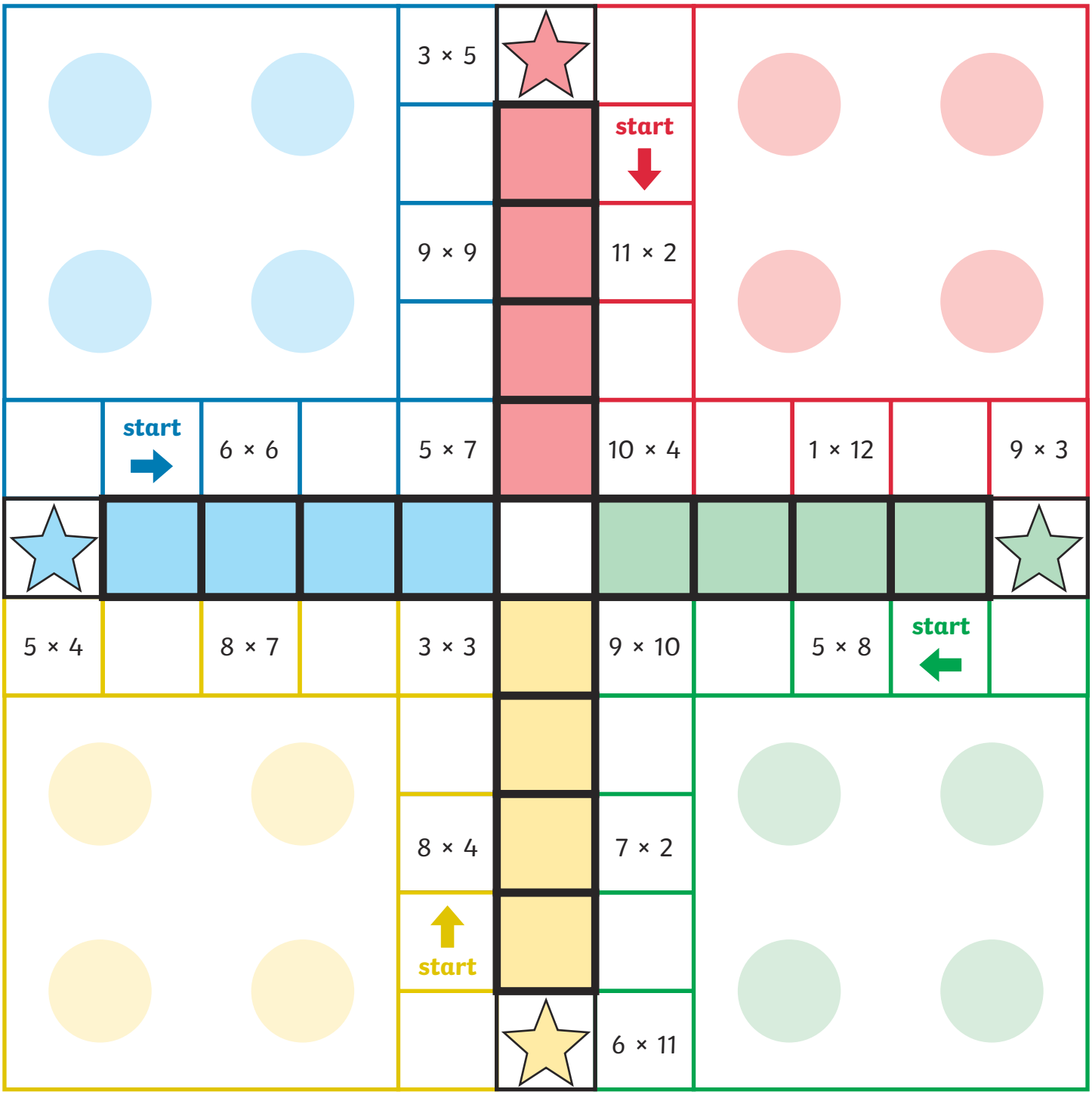
Times Tables Ludo



Times Tables Ludo

You will need: a game board, counters, a dice.

How to play:

1) Each player chooses a colour and places the four matching counters on their corner home.

2) Choose the starting player, e.g. by rolling a dice to see who gets the highest number, and start the game.

3) Players take turns clockwise. To move a counter into play, they must first roll a six. They may not manage it on their first turn.

4) Once the player rolls a six, they can move one counter onto the outer track and place it on their starting square. They roll again and move the counter forwards to match.

5) During the game, if a player rolls another six, they may enter a new counter onto the track or move an existing counter. They still get a second roll.

6) Some squares have a question. If a player lands on one, they must answer the question correctly to stay on the square. If they answer it incorrectly, they must move back one space.

7) Once a player's counter reaches their colour's star, that counter can move towards the centre up the coloured track.

8) The first player to get all of their counters into the centre is the winner.

Answers

11 × 2 = **22**	8 × 4 = **32**
10 × 4 = **40**	3 × 3 = **9**
1 × 12 = **12**	8 × 7 = **56**
9 × 3 = **27**	5 × 4 = **20**
5 × 8 = **40**	6 × 6 = **36**
9 × 10 = **90**	5 × 7 = **35**
7 × 2 = **14**	9 × 9 = **81**
6 × 11 = **66**	3 × 5 = **15**

Counters



Disclaimer: To ensure the safety of the learners in your setting, it is your responsibility to assess whether adult supervision or other appropriate safety measures are required when using scissors.