

# ARRAYS GAME 1 (QUICK)

2x, 3x, 5x, 10x tables

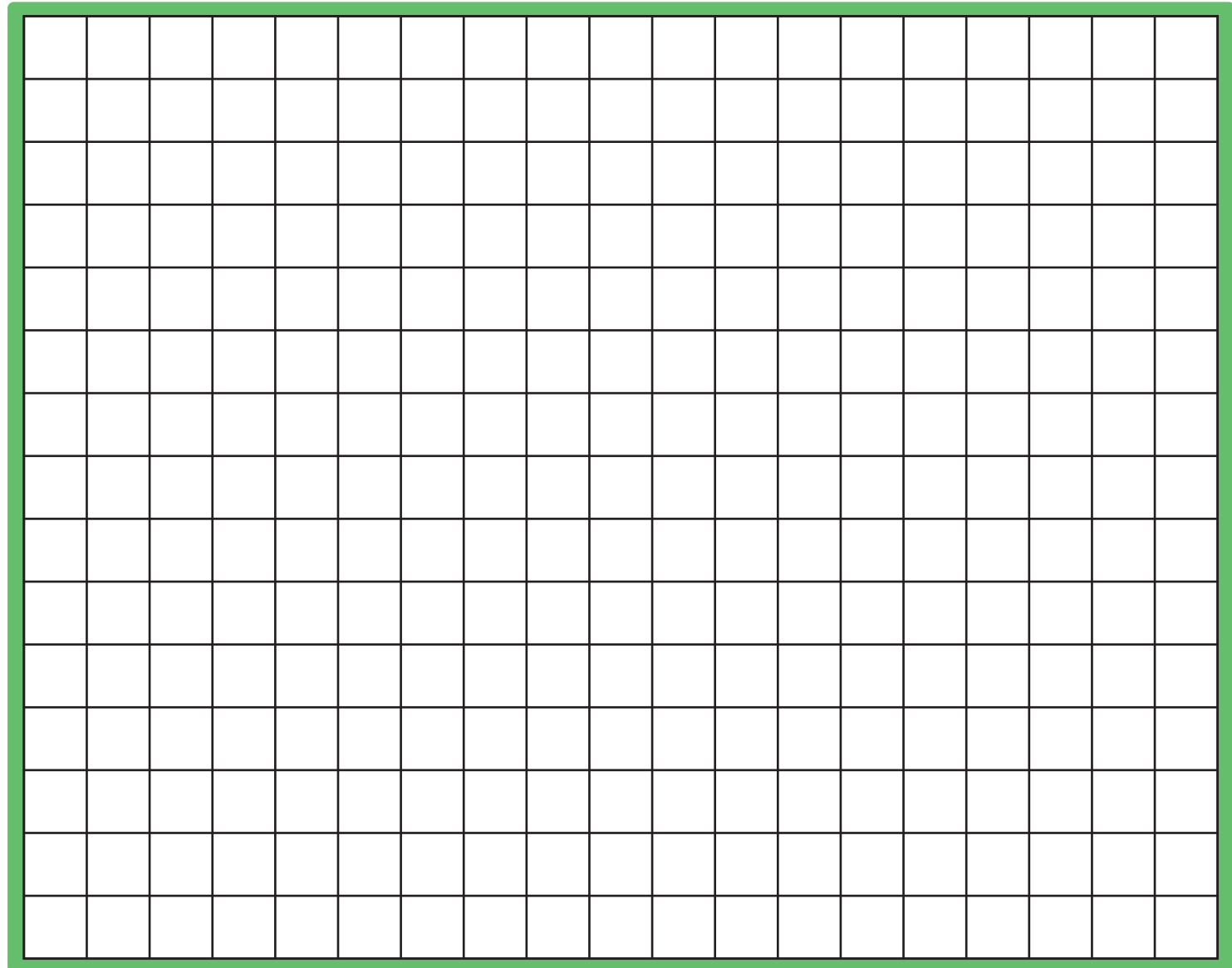
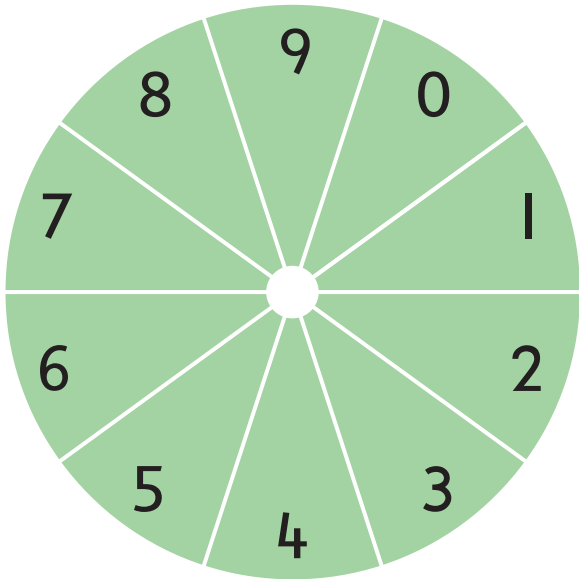
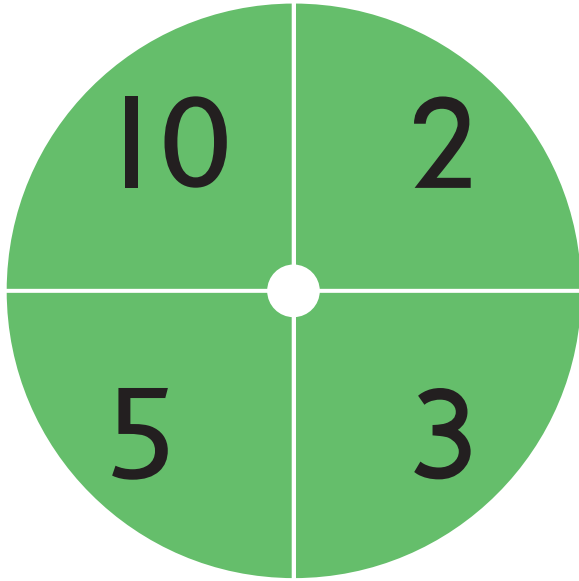
**Aim:** To colour (capture the most area).

**Materials:** Two different coloured pens or erasable markers.

A game for two players.

**Rules:**

Each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners. The player should lightly shade the inside of the rectangle and write the calculation. A time limit can be set and the winner is the player who captures the most area in this time period.



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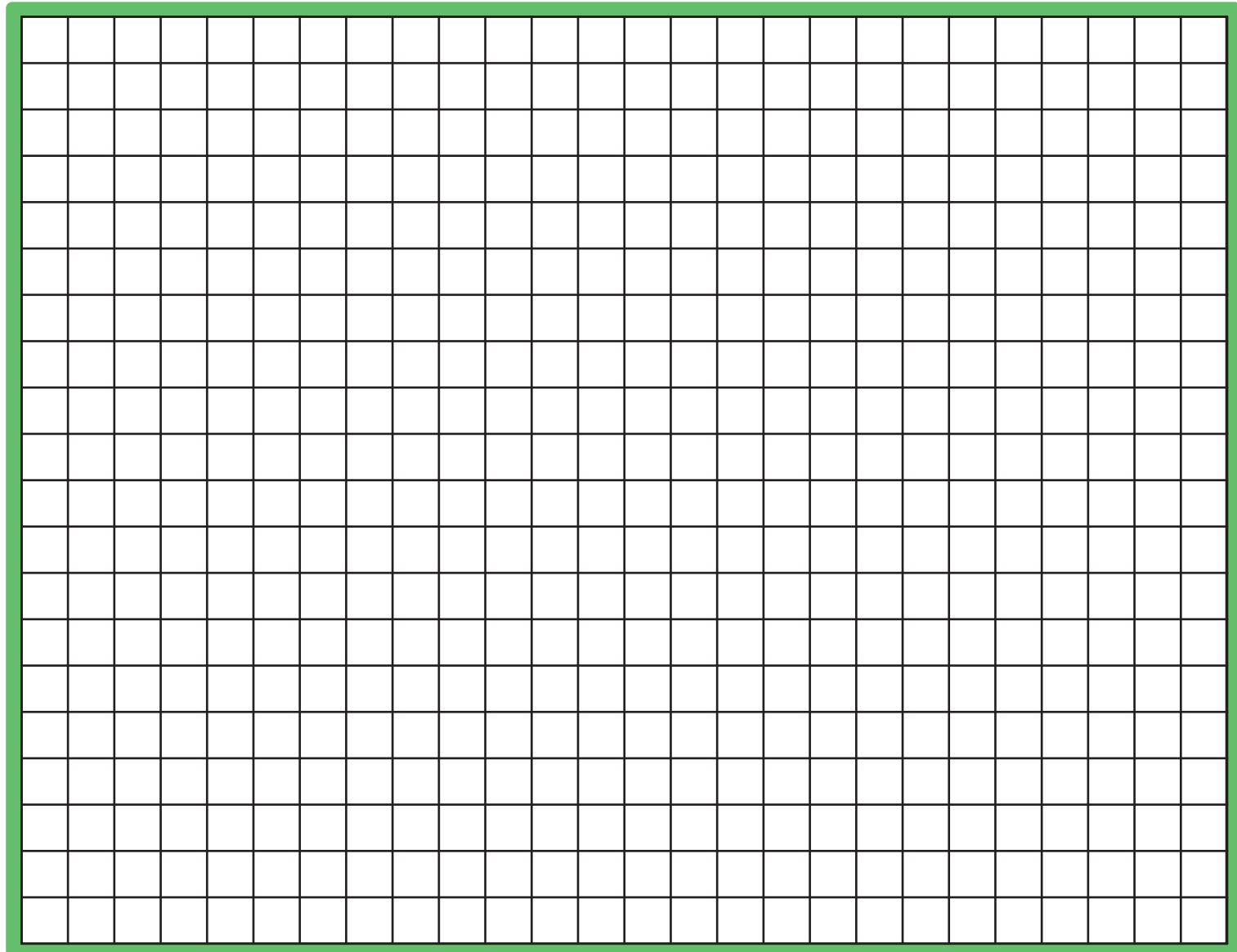
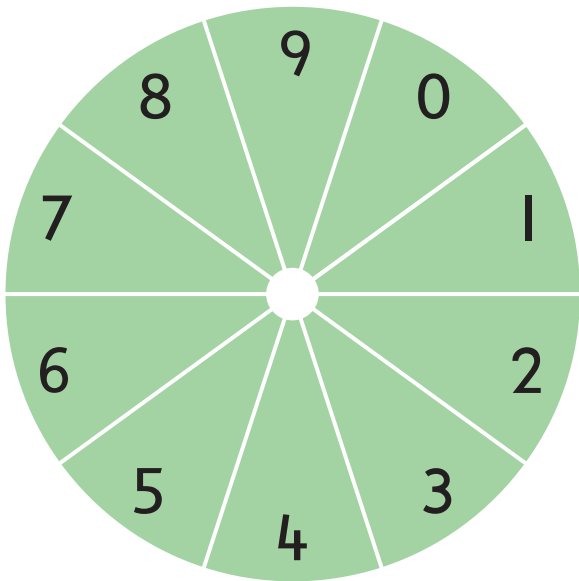
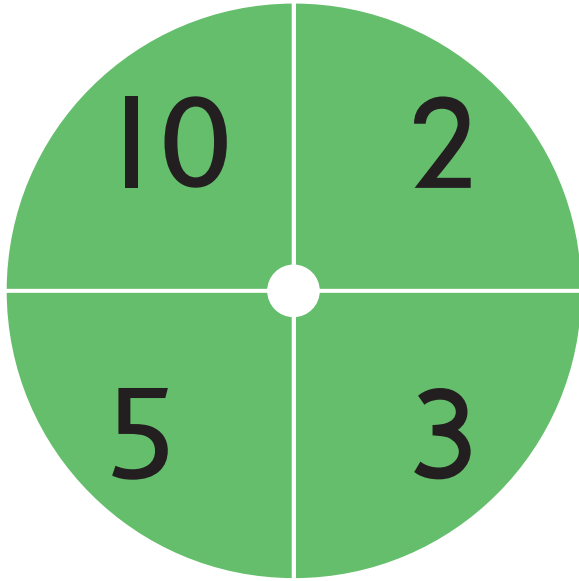
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# ARRAYS GAME 2 (QUICK)

2x, 3x, 5x, 10x tables (commutative)

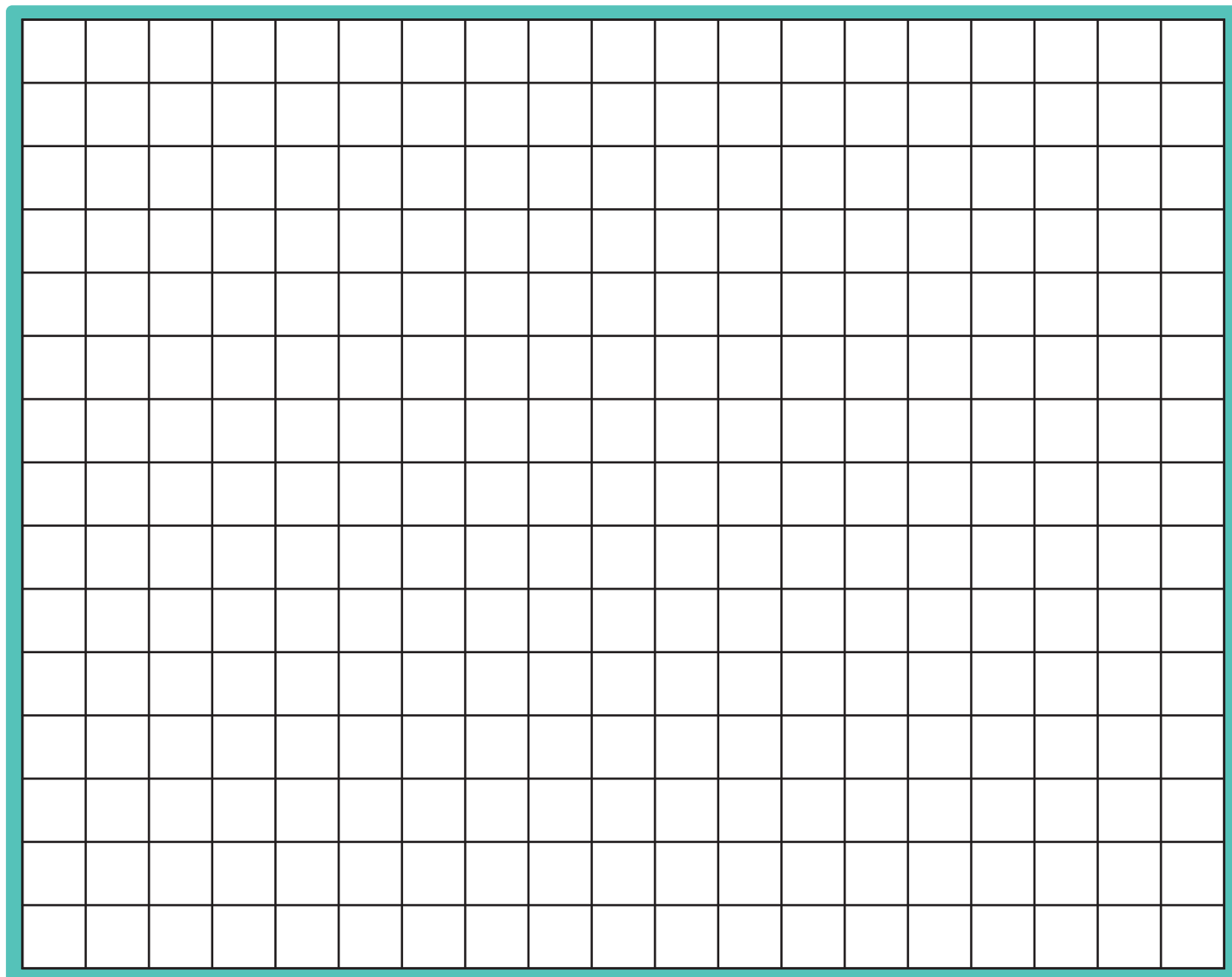
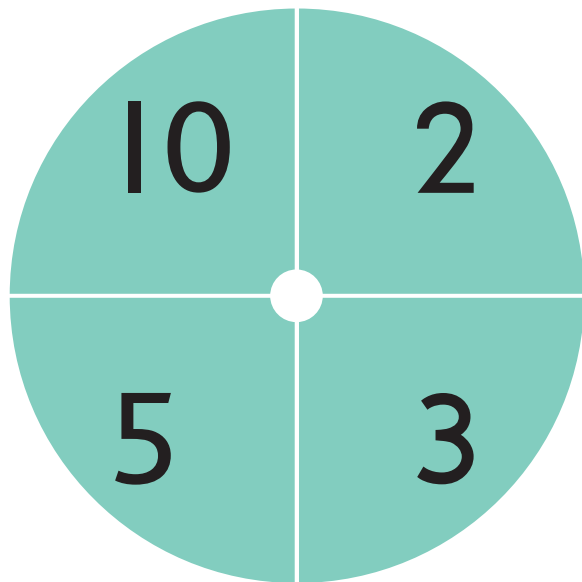
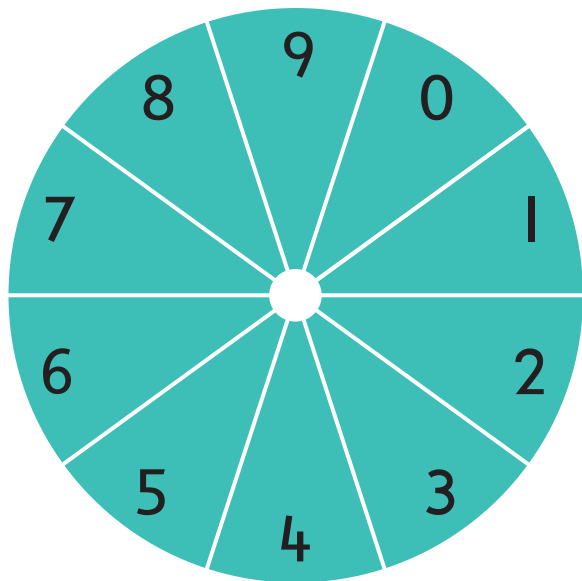
**Aim:** To colour (capture the most area).

**Materials:** Two different coloured pens or erasable markers.

A game for two players.

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# ARRAYS GAME 2

2x, 3x, 5x, 10x tables (commutative)

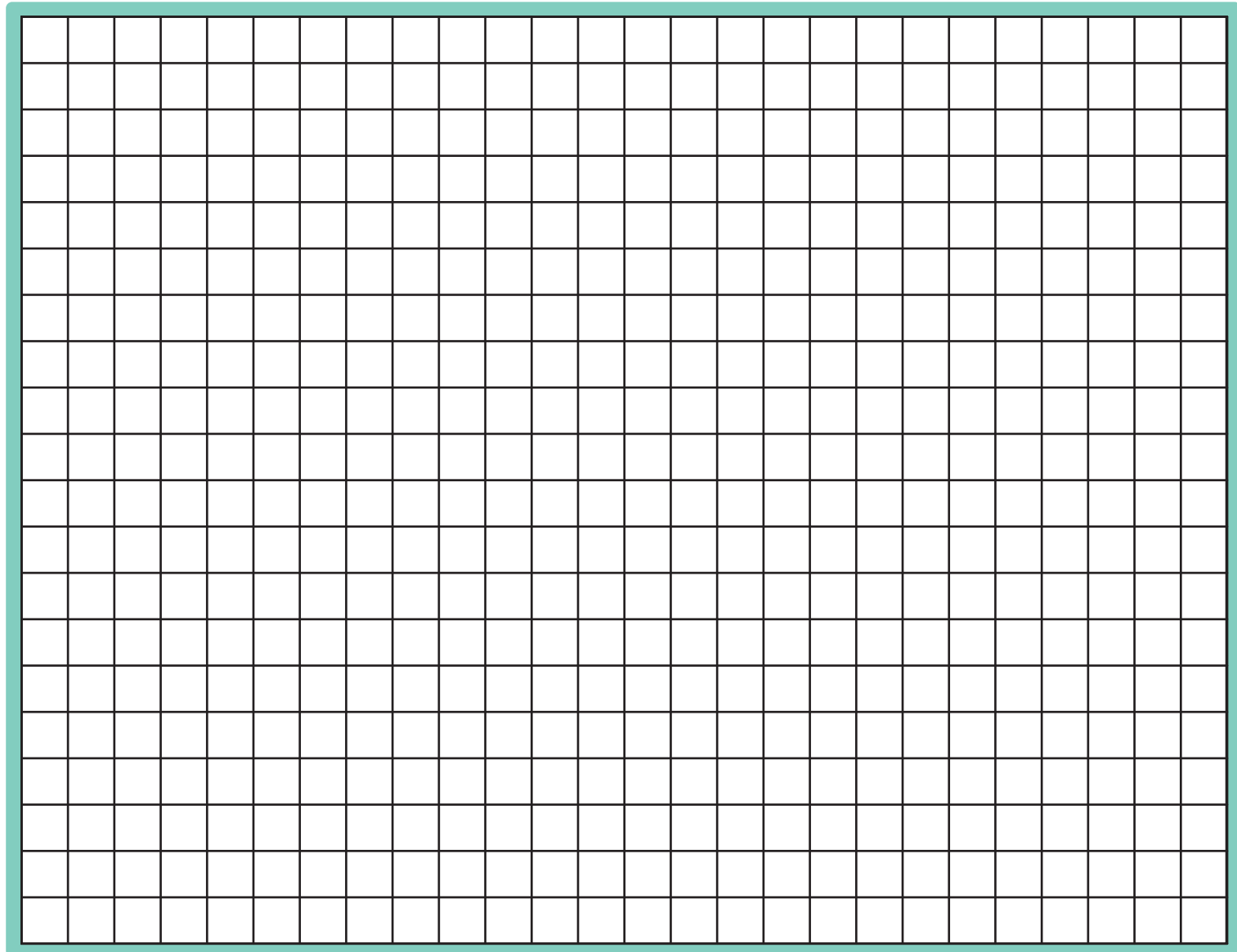
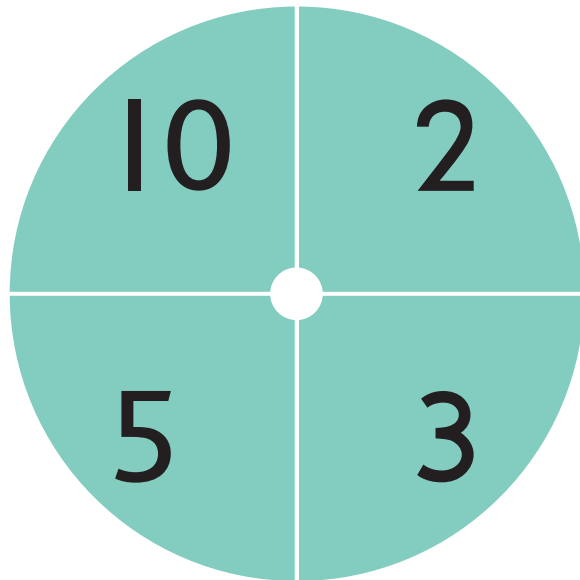
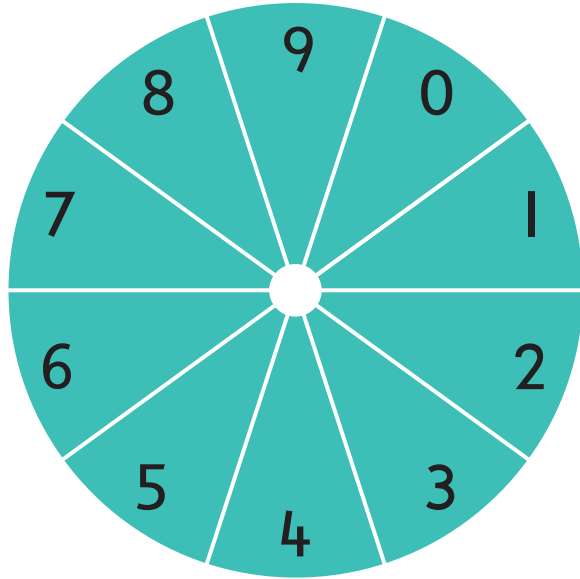
**Aim:** To colour (capture the most area).

**Materials:** Two different coloured pens or erasable markers.

A game for two players.

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# ARRAYS GAME 3 (QUICK)

Up to 6 x 6

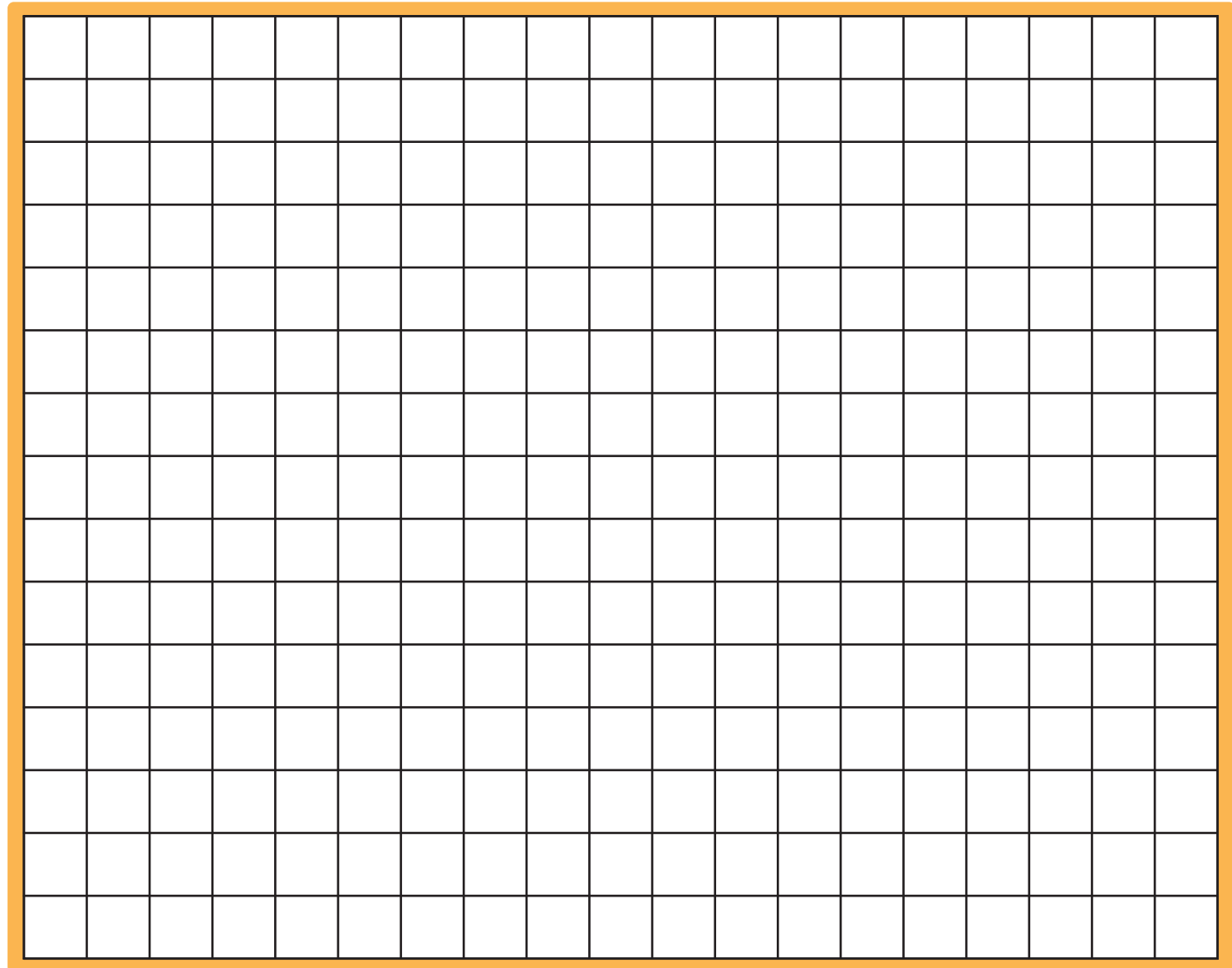
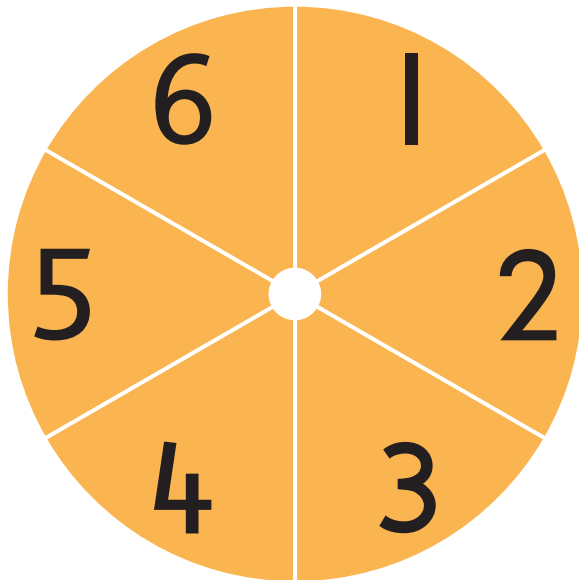
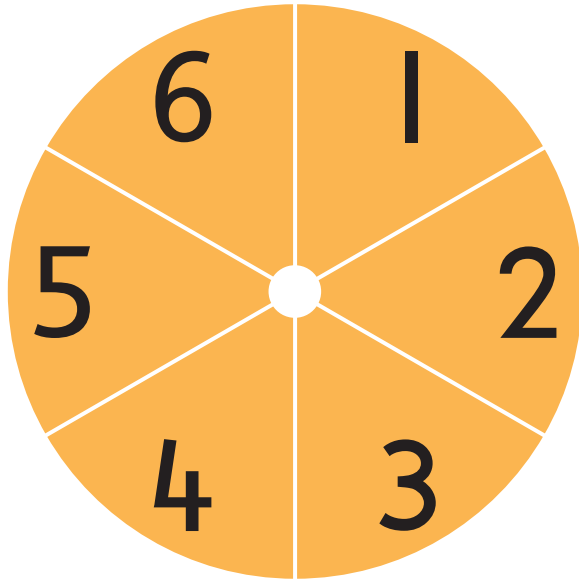
**Aim:** To colour (capture the most area).

**Materials:** Two different coloured pens or erasable markers.

A game for two players.

**Rules:**

Each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners. The player should lightly shade the inside of the rectangle and write the calculation. A time limit can be set and the winner is the player who captures the most area in this time period.



# ARRAYS GAME 3

Up to 6 x 6

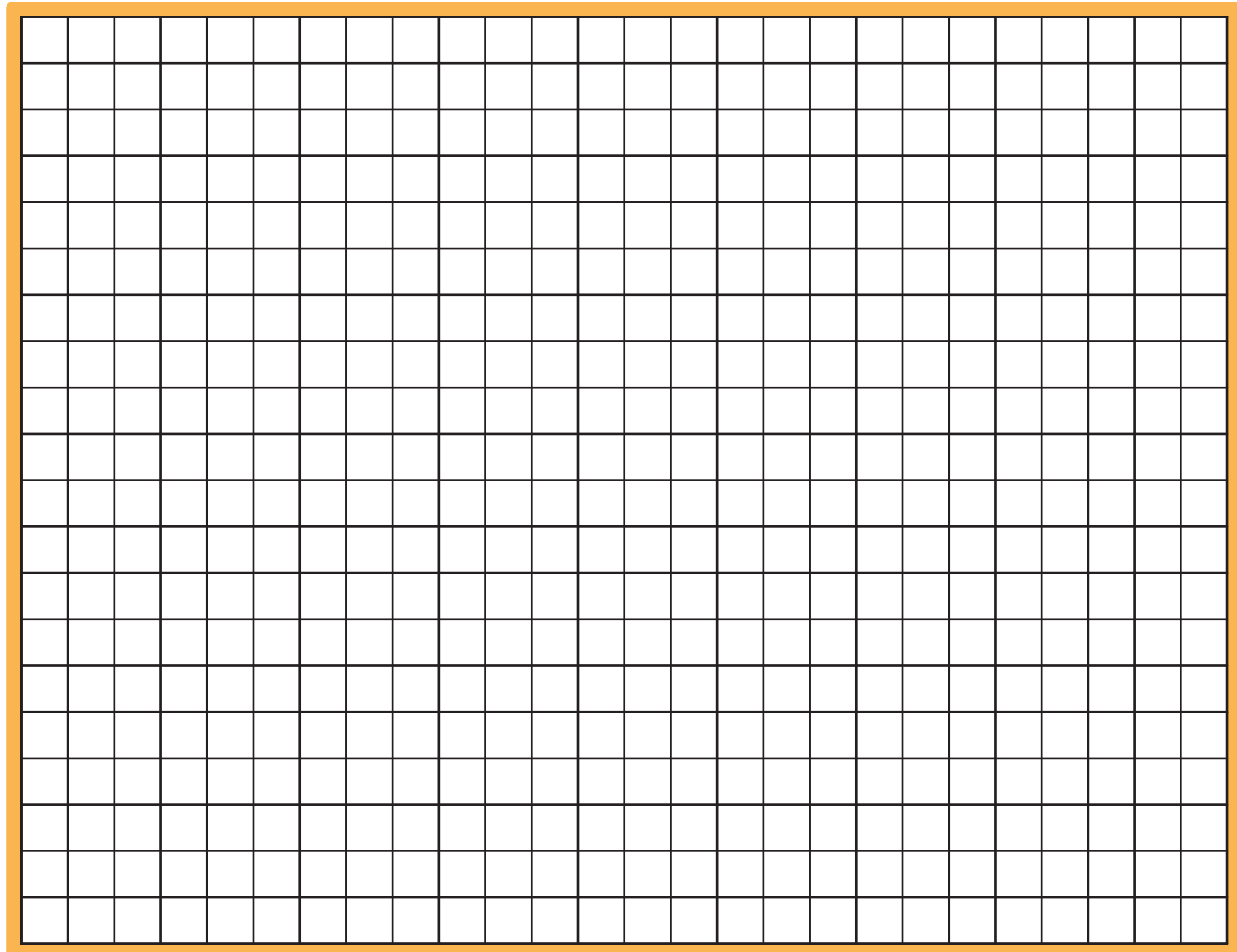
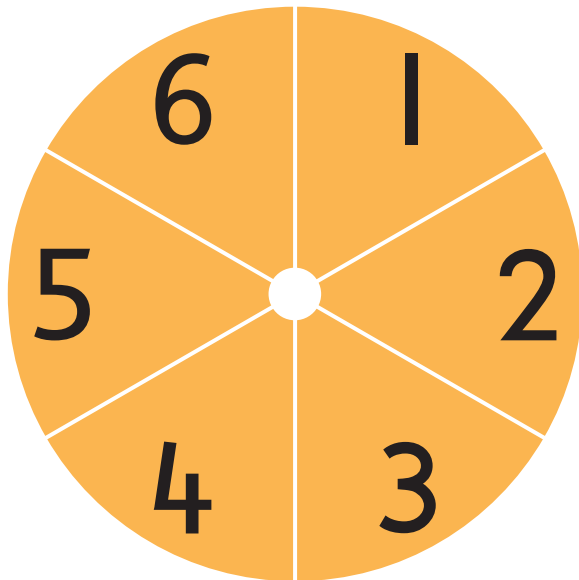
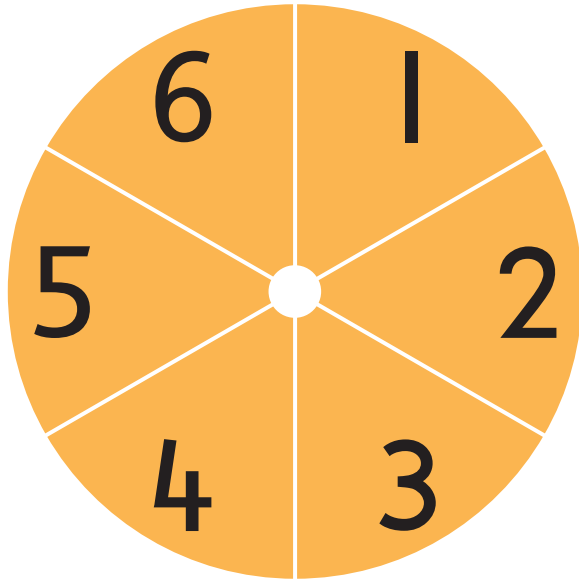
**Aim:** To colour (capture the most area).

**Materials:** Two different coloured pens or erasable markers.

A game for two players.

**Rules:**

Each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners. The player should lightly shade the inside of the rectangle and write the calculation. A time limit can be set and the winner is the player who captures the most area in this time period.



# ARRAYS GAME 4

2x, 4x, 6x, 8x tables

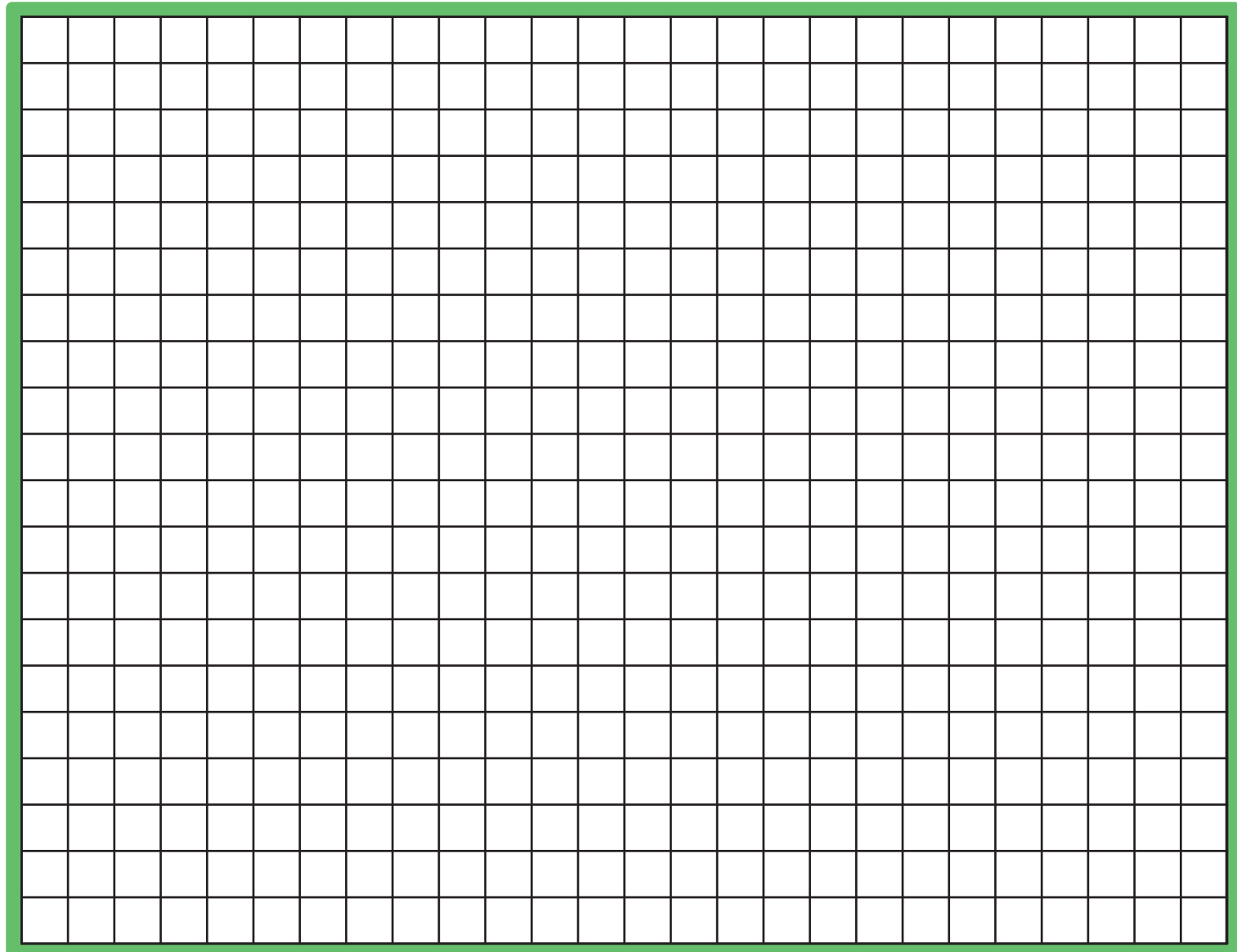
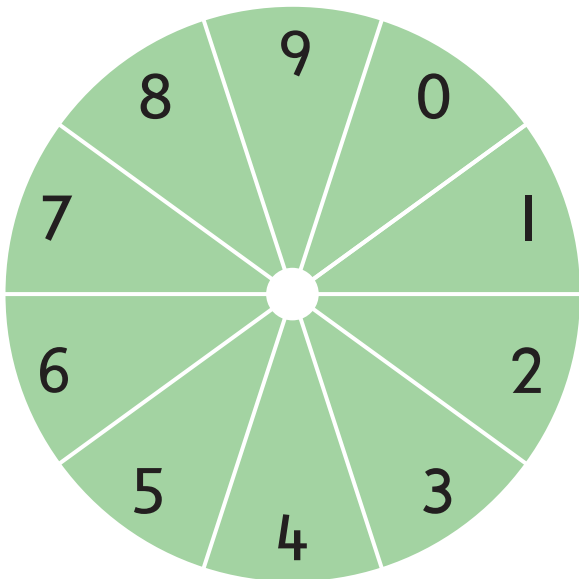
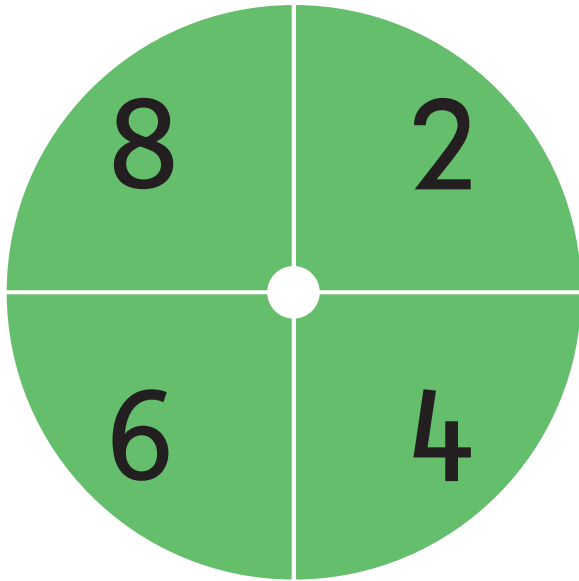
**Aim:** To colour (capture the most area).

**Materials:** Two different coloured pens or erasable markers.

A game for two players.

**Rules:**

Each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners. The player should lightly shade the inside of the rectangle and write the calculation. A time limit can be set and the winner is the player who captures the most area in this time period.



# ARRAYS GAME 5

3x, 6x, 9x tables

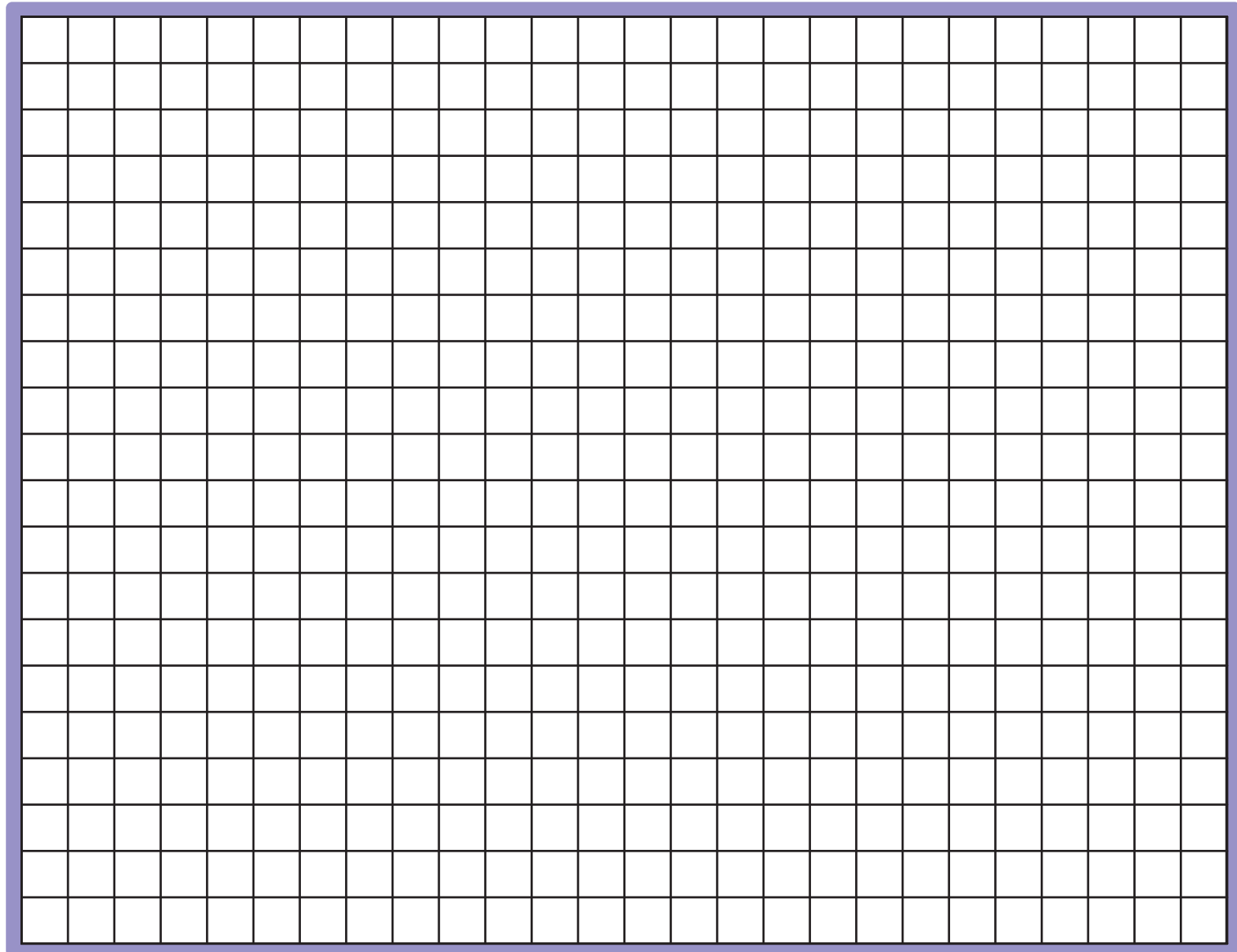
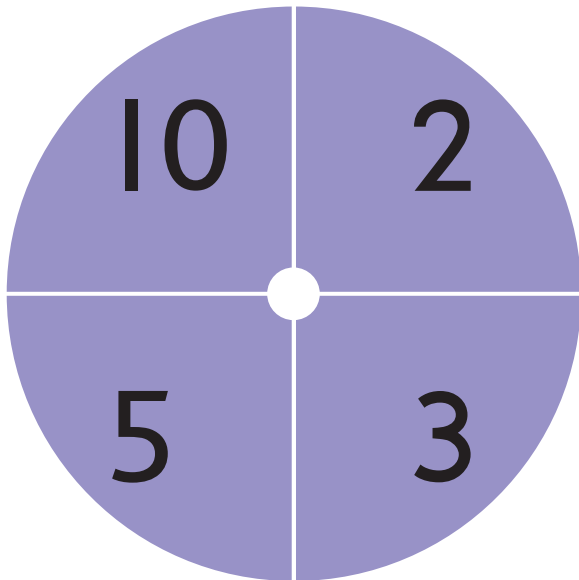
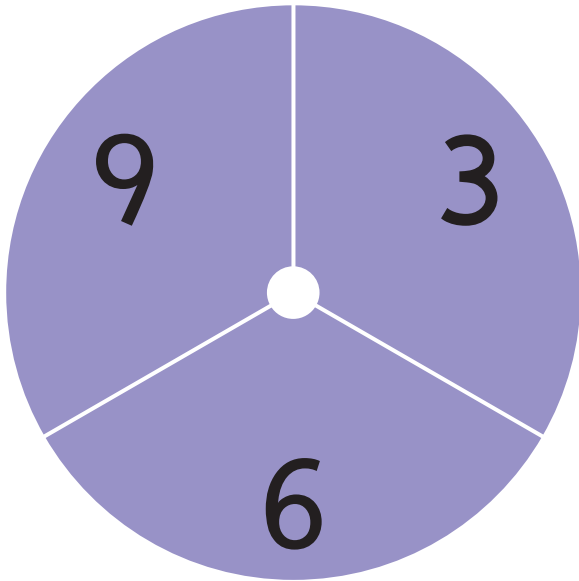
**Aim:** To colour (capture the most area).

**Materials:** Two different coloured pens or erasable markers.

A game for two players.

**Rules:**

Each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners. The player should lightly shade the inside of the rectangle and write the calculation. A time limit can be set and the winner is the player who captures the most area in this time period.





# ARRAYS GAME 6

Up to 9 x 9

**Aim:** To colour (capture the most area).

**Materials:** Two different coloured pens or erasable markers.

A game for two players.

**Rules:**

Each player flicks the spinners and draws a rectangle (array) according to what is indicated on the spinners. The player should lightly shade the inside of the rectangle and write the calculation. A time limit can be set and the winner is the player who captures the most area in this time period.

