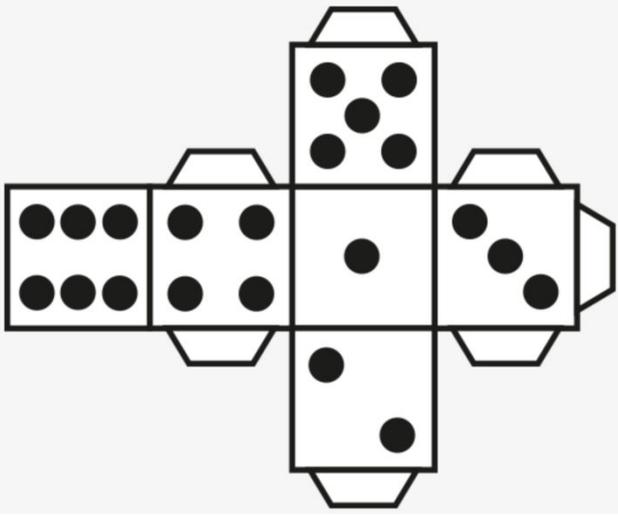


RELEASE THE STUDENTS!

Level	2 (Age group 9-11)
Resources Required	Release the Students game mat 4 dice 6 counters per player (each player needs unique counters, for example player 1 has sticks and player 2 has stones)
Alternate Options for the Resources	Students can make the game mat by: <ol style="list-style-type: none"> 1. Drawing 12 separated squares (0-11) on a sheet of paper 2. Numbering each square from 0 to 11 <p>Students can make the two sets of dice (in 2 separate colors) :</p> <ol style="list-style-type: none"> 1. Drawing 4 equal sized squares horizontally 2. Drawing 2 squares above and below the 2nd square on the horizontal line draw in step 1 3. Cutting along the outer edge of the shape and folding along the edges to form a cube (refer to the images in the images section below) 4. Use an adhesive to stick the edges together 5. On each face draw dots to represent numbers from 1-6 as shown in the images section 6. Use blue pen for 2 dice and red pen for the other 2 dice (or any two colors)
Strand Covered	Numbers and Operations
Targeted Skills	Practicing addition and subtraction
Inspired by	Mathwire
Time Required	15 minutes for the game 20-30 minutes to draw out the grid and make the two dice
Previous Learning Required	Knowledge of addition and subtractions up 100 Knowledge of numbers from 0-24
Support Required	Low support

Rules of the Game:

Goal	Release your students first by rolling the dice and subtracting the numbers. If the cell number with your student corresponds to the answer to the subtraction, you get to release your student.
Rules	Once the dice have been rolled, the learners are not allowed to re-roll on the same turn. Before the game starts, the 6 counters per player should be placed in the cells. To do this, players take their counters and place it on the numbered students game mat squares. Players can place their students all in the same cell, in unique cells or a combination.

<p>Steps</p>	<p>Step 1: Once the players have placed their counters, player 1 rolls the 4 dice</p> <p>Step 2: The sum of the red dice is taken away from the sum of the blue dice. If player 1 rolled 8-3 in step 2 AND they had placed their student in cell 5 then they get to release their student (if there's more than one student in a cell, only 1 is released at a time).</p> <p>Step 4: Player 2 rolls next and the process repeats until the first person has released all their students.</p>												
<p>Images or Illustrations</p>	<p>Net of a dice:</p>  <p>Example of student's game mat:</p> <table border="1" data-bbox="475 1272 1401 1547"> <tr> <td>0</td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> </tr> <tr> <td>6</td> <td>7</td> <td>8</td> <td>9</td> <td>10</td> <td>11</td> </tr> </table>	0	1	2	3	4	5	6	7	8	9	10	11
0	1	2	3	4	5								
6	7	8	9	10	11								
<p>Variations of the Game</p>	<ol style="list-style-type: none"> 1. This game can be played with more counters. 2. This game can be played with 2 pairs of differently numbered dice, the first pair of red dice (one from 1-6 and the other from 7-12) and the second pair of blue dice numbered in the same way. 												
<p>Enrichment</p>	<ol style="list-style-type: none"> 1. This game can be played to use multiplication instead of subtraction. For example, 2 dice roll 4 and 5, the student gets released from cell 20. 												
<p>Simplification</p>	<ol style="list-style-type: none"> 1. The counters can be reduced to 4 												