



UKS2 Algebra Game

Cross it Off

including editable and differentiated versions

CROSS IT OFF - 1
For 2 players. You will need: 1-6 dice, 18 counters (2 different colours), and two whiteboards, pens and erasers.

How to Play...

- Place a counter on one of the outer boxes of the board - both players will use the same counter
- Player 1 rolls the dice, and takes that many 'steps' around the board in either direction with the counter
- Player 1 then must solve the equation they land on and cover the answer on their grid with another counter
- Player 2 then does the same, using the same counter as Player 1 to move around the boxes

The winner is the first person to cross off all their numbers!

$20 + a = 29$	$17 + b = 23$	$20 - c = 12$	$2a = 16$	$b + 13 = 20$
$2c = 14$	Player 1	Player 2		$10 + c = 19$

CROSS IT OFF - 2
For 2 players. You will need: 1-6 dice, 18 counters (2 different colours), and two whiteboards, pens and erasers.

How to Play...

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The winner is the first person to cross off all their numbers!

$20 + a = 32 - 3$	$17 + b = 9 + 14$	$18 - c = 80 \div 8$	$2a = 32$
$8 + c = 5 + 10$	Player 1	Player 2	
$4c = 8 \times 4$	9 9 9	9 9 9	
	8 8 7	8 8 7	
	7 7 6	7 7 6	
$a \div 2 = 15 \div 5$			$16 - c = 8$
$35 \div b = 19 - 14$			$c = 81 - 72$

CROSS IT OFF - 3
For 2 players. You will need: 1-6 dice, 18 counters (2 different colours), and two whiteboards, pens and erasers.

How to Play...

- Place a counter on one of the outer boxes of the board - both players will use the same counter
- Player 1 rolls the dice, and takes that many 'steps' around the board in either direction with the counter
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The winner is the first person to cross off all their numbers!

$2a + 8 = a + 15$	$4 + 4 \div 2 = b$	$1001 - c = 3 \times 331$	$10a \div 4 = 20$	$7 = 49 \div a$
$c + 13 = 100 \div 5$	Player 1	Player 2		$81 = c^2$
$-4 + 12 = b$	9 9 9	9 9 9		$12a = 84$
	8 8 7	8 8 7		
	7 7 6	7 7 6		$4b \div 2 = 12$
$2 + 5 = c - 1$			$2 + 3 \times 2 = c$	
$0.25 \times 28 = b$			$a \div 4 = 2.25$	

Included in this game set:

- 3 differentiated versions of the same game with clear instructions and N.C links
- An editable games template for you to personalise the game to the needs of your class
- Delving deeper questions to use with the game to develop a mastery approach



CROSS IT OFF - 1

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Player 1			Player 2																									
9	9	9	9	9	9																							
8	8	7	8	8	7																							
7	7	6	7	7	6																							
$b + 7 = 15$				$a - 3 = 4$																								
$c + 4 = 10$	$14 + b = 21$	$a + 11 = 20$	$23 - c = 15$	$2 b = 12$																								





CROSS IT OFF - 2

For 2 players. You will need: 1-6 dice, 18 counters (2 different colours), and two whiteboards, pens and erasers.

How to Play...

- Place a counter on one of the outer boxes of the board - both players will use the same counter
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CROSS IT OFF - 3

For 2 players. You will need: 1-6 dice, 18 counters (2 different colours), and two whiteboards, pens and erasers.

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ALGEBRA
I CAN WORK OUT THE VALUE OF A LETTER OR SYMBOL IN AN EQUATION



CROSS IT OFF - ANSWER SHEET FOR 1, 2 AND 3

9	6	8	8	7
7				9
8				7
6	7	9	8	6





Delving Deeper Questions

Alf said: "If I double the numbers on my grid, I will just need to double all the numbers that appear in the calculations."
Is he correct? Always, sometimes, never?

Explain BODMAS to a friend. How will this affect some of the calculations in Game 3?

Choose different numbers to put in your score grid.
Can you now create a new game board so that the answers match your new score grid?

Which was the hardest equation that you had to solve on the board?
Why was this?
Get a friend to help you write some similar equations so that you can practise.

Write word problems to match the equations.

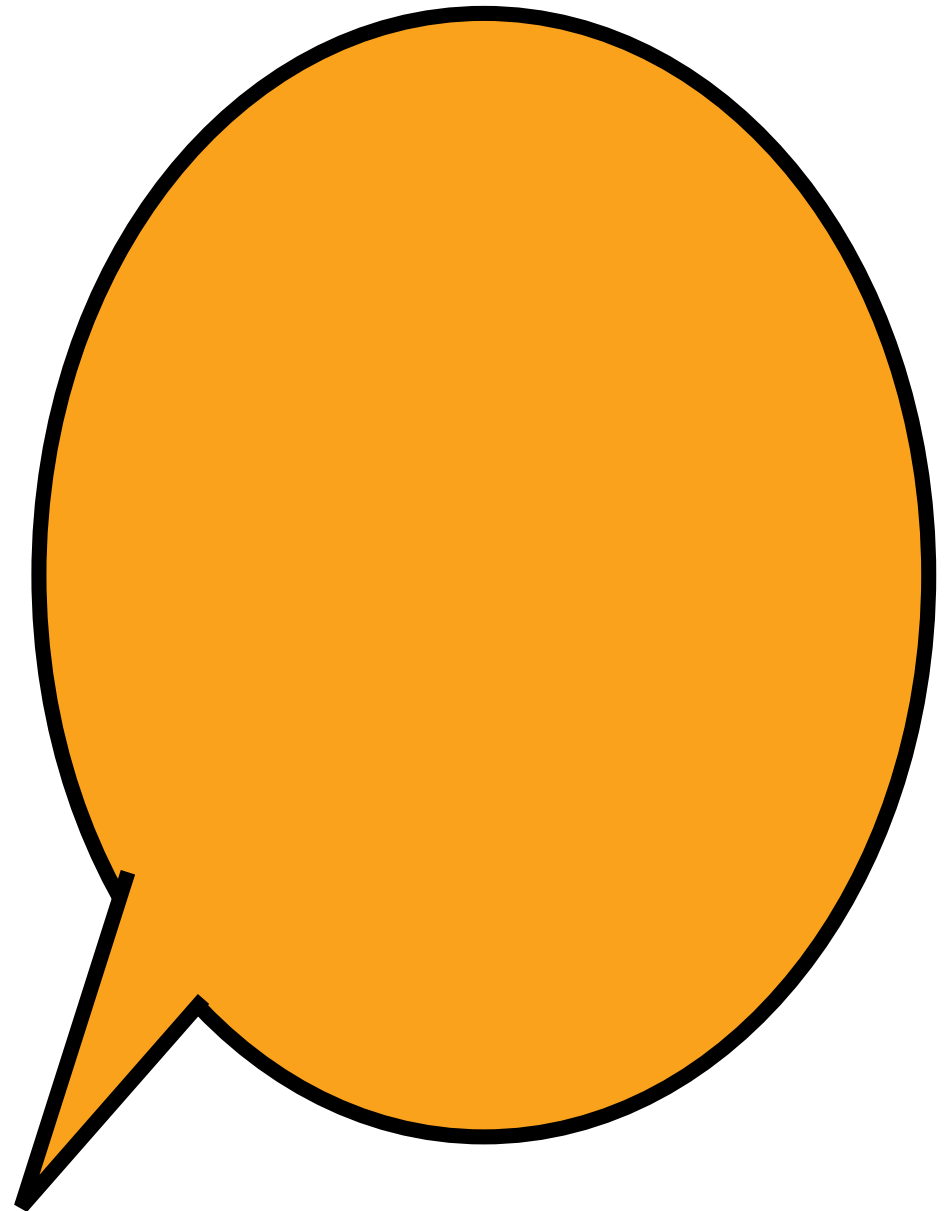
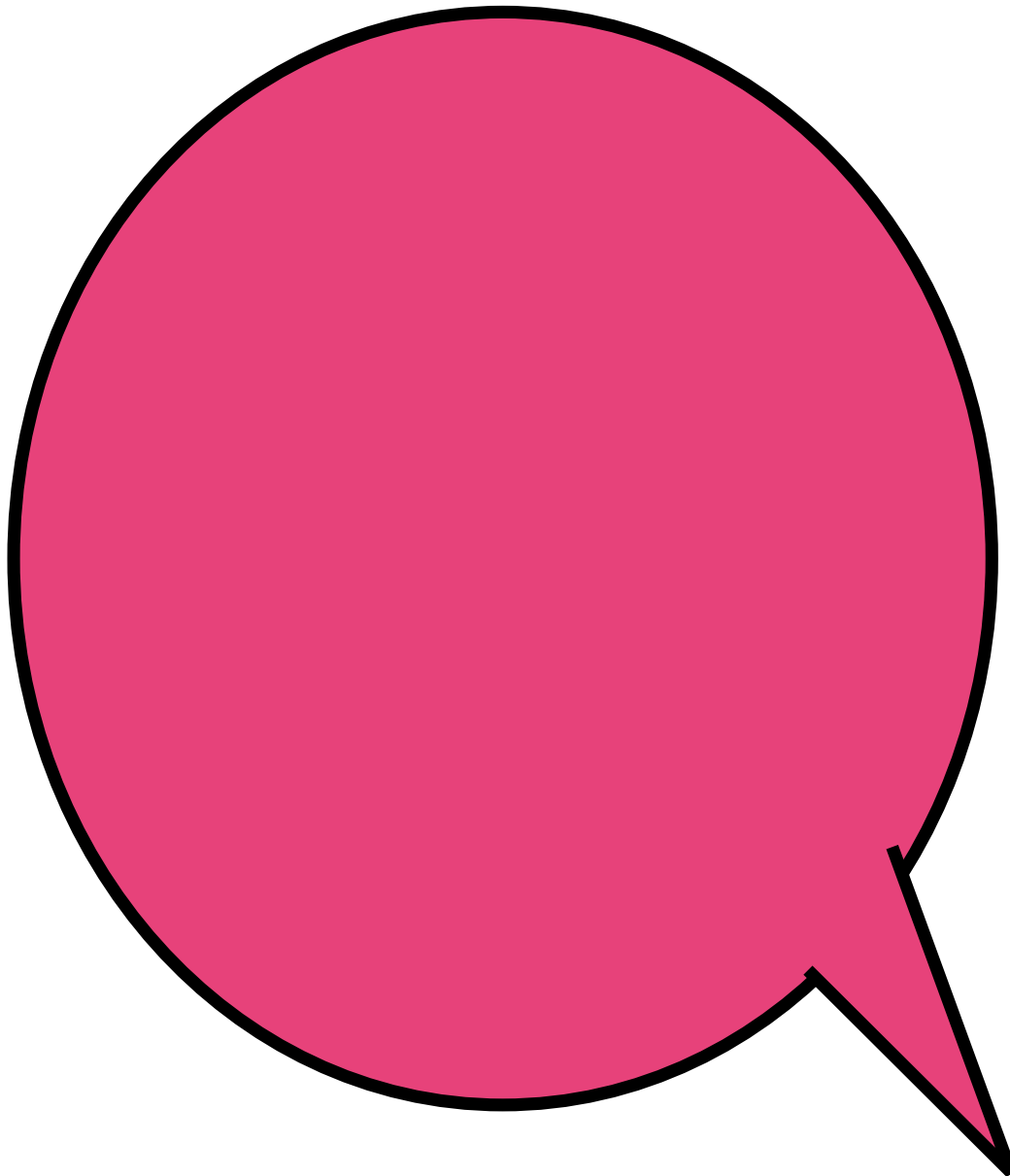




WORKING WALL QUESTION TEMPLATES

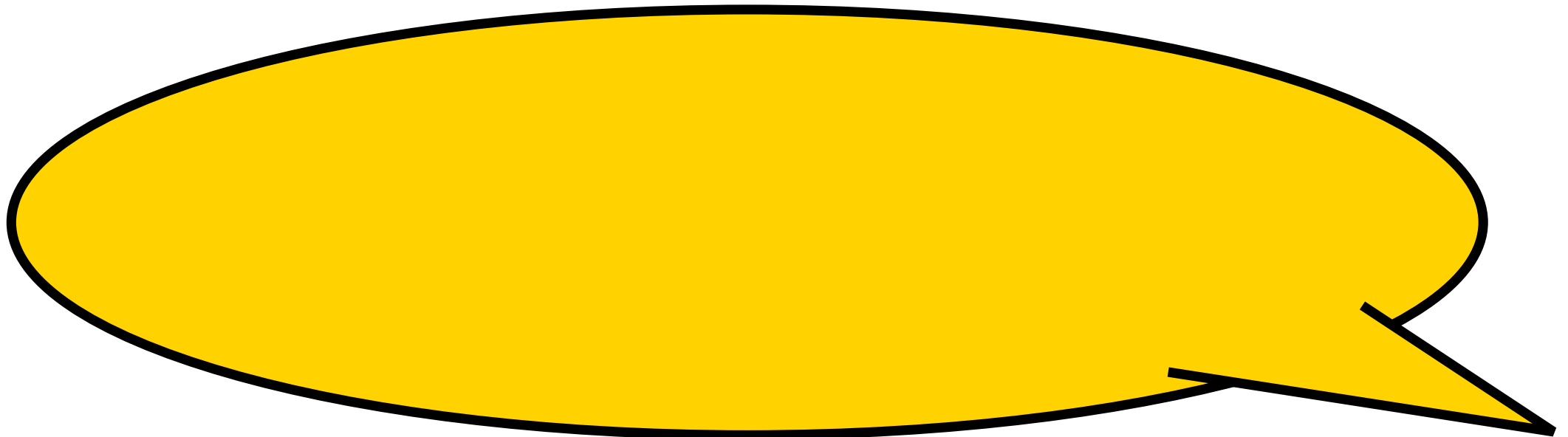
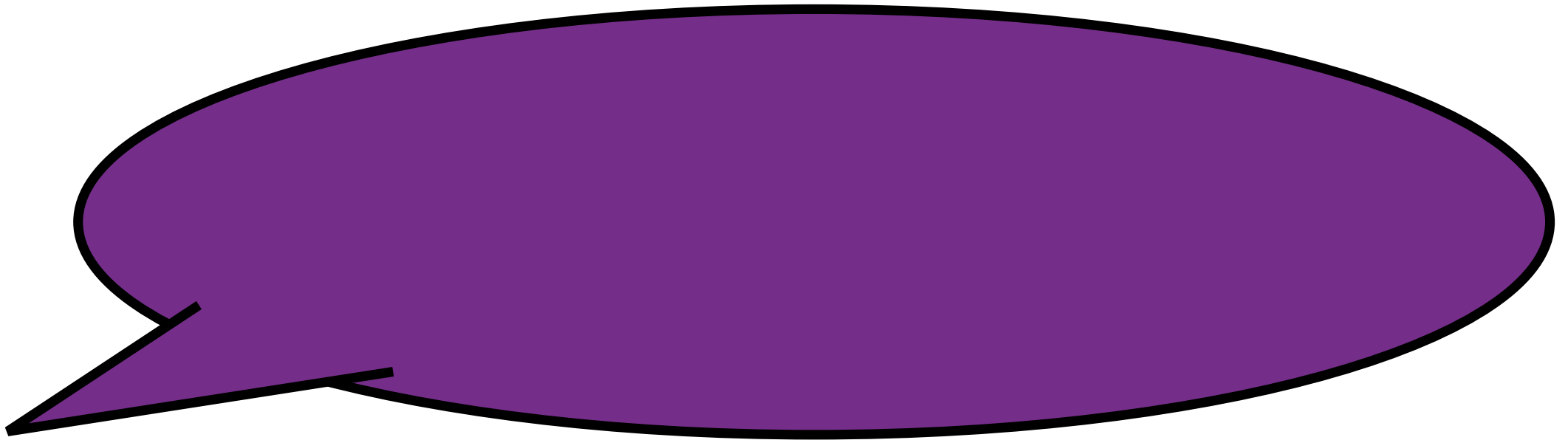


SPEECH BUBBLE TEMPLATES TO USE ON WORKING WALLS





SPEECH BUBBLE TEMPLATES TO USE ON WORKING WALLS





You will need:

How to Play...



	<div>Player 1</div> <table border="1"><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr></table>												<div>Player 2</div> <table border="1"><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td></tr></table>												

