

Spiral: Card Game

Aim: Be the first to travel from start to finish of the spiral

Materials Needed: Deck of cards, counters, 1 or 2 dice

How to Play:

Make a note of these scores:

Ace = 1, Jack = 11,

Queen = 12 and King = 13.

To begin, build a spiral out of the entire deck of cards, as shown in the picture. This will serve as your game board.

This is the last card of the spiral.

This is the START CARD, the other cards make a spiral, working round and outwards.



Each player then places their counter on the start card (the centre of the spiral).

To start, the first player rolls the dice and moves that number of cards on the game board. They must then add/subtract/multiply or divide the number on their dice with the value of the card they landed on. If they solve it correctly, they stay there, otherwise they go back to their previous position.

Players then take turns rolling and moving around the game board.

If a player lands on a card with another player on it, they "bump" that player back to the start card.

If a player lands on a "double," meaning the number on their dice and the value of their card is the same, they get to go again.

The winner is the first player to land exactly on the last card and correctly solve the problem.

Happy spiralling! Please feel free to adapt the game to create your own maths activity – create your own game instructions and send them to us at Year6@Nettleham-Junior.Lincs.sch.uk.