

Multiplication on Safari - CHECKERS



Can you get past the dangers of the watering hole by knowing your multiplication facts?

Object: To be the first player to capture all your opponent's animals (checkers) or the other player cannot move.

Number of players: 2

Materials: Game board, 8 animals (checkers) of one species/color (giraffes=red or zebras=black) for each player, *No Peeking on Your Turn!* multiplication reference chart, a pair of number cubes

How to Play: Players roll the number cubes to determine who gets which species of animal. Multiply the number on each cube. The player with the highest product selects which species of animals he or she wants to be (**giraffes=red** or **zebras=black**). Place the game board in the middle. Each student places their 8 animals (checkers) in the black squares in the first two rows (nearest to them).

On each turn, students can move only once animal (checker). *STUDENTS MAY ONLY MOVE IF THEY ANSWER THE MULTIPLICATION EQUATION CORRECTLY.* Opponents may check their answers on the multiplication reference chart. There are two types of moves as follows:

- **Normal Move** – an animal (checker) can only move forward 1 square diagonally.
- **Capturing Move** – The capture is when an animal (checker) jumps over 1 of the opponent's animals (checkers) diagonally if the landing square is vacant only. An animal can continue to capture as many as possible. The captured animals (checkers) are taken off the board.

If an animal reaches the other side of the watering hole, it can now move forward and backward diagonally at its next turn. Place a captured checker on top of this animal. To win the game, a student must capture all the animals (checkers) of the other player, or the other player cannot move any animal (checker). Good luck! There is lots of danger at the watering hole!