

Activity 7 – KS1

'Be a Protector' board game

'Lee and Kim's adventure... Animal Magic'

Aims:

To reinforce the message of safer internet use.

To recall number bonds to 12.

To perform addition and subtraction to 12.

To reinforce number recognition to 96.

To follow instructions.

Desirable Outcomes:

Learners will be able to recognise and manage risk and make safer choices.

Learners are able to carry out basic numerical manipulations.

Learners are able to work co-operatively, following instructions.

Duration:

5-10 minutes to go through instructions.

15 -30 minutes depending on the number of players.

Style of Activity:

Group Work – groups of 2 to 4

Curriculum Links:**KS1 PSHE and Citizenship**

(See full 'Links to the Curriculum' following the Introduction to the resource.)

Mathematics – KS1**2. Numbers and the number system****Counting**

- a. count reliably up to 20 objects at first and recognise that if the objects are rearranged the number stays the same; be familiar with the numbers 11 to 20; gradually extend counting to 100 and beyond.

3. Calculations**Number operations and the relationships between them**

- a. understand addition and use related vocabulary; recognise that addition can be done in any order; understand subtraction as both 'take away' and 'difference' and use the related vocabulary; recognise that subtraction is the inverse of addition; give the subtraction corresponding to an addition and vice versa; use the symbol '=' to represent equality; solve simple missing number problems [for example, $6 = 2 + ?$].

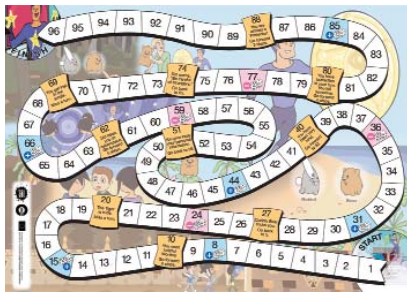
Mental methods

- c. develop rapid recall of number facts: know addition and subtraction facts to 10 and use these to derive facts with totals to 20.

Preparation:

Supporting Materials

- ❑ Downloadable file of board game template, - (either as A3 or 2 sections of A4 to be joined) to be mounted on backing card or laminate. (See PDF O)



- ❑ Downloadable file of animal counters to be printed onto card and cut out (See PDF P.) Or use your own counters.



- cardboard / stiff paper for backing sheet or laminate

- glue to stick 2 x A4 sheets together


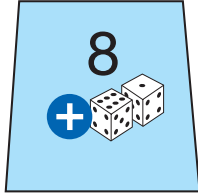
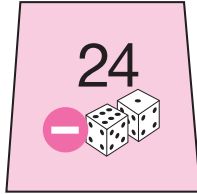
- counters for each player

- dice x 2 per group

Activity:

This is a board game for 2 to 4 players. It is designed primarily to reinforce the messages of the cartoon, while using some suitable mathematical skills.

You will notice on the board that there are two types of **instructional** squares.

		
This type of square is designed to reinforce the 'safety' messaging.	These squares support the mathematical content.	

If a player lands on a **blue** square, in the same turn he/she will throw **two** dice and **add the two numbers** scored. He/she will then move **forward** the resulting number of squares.

If a player lands on a **pink** square, in the same turn he/she will throw **two** dice and **subtract the lowest** from the **highest** score. He/she will then move **backwards** the resulting number of squares.

Explain the following basic principles to your pupils prior to commencing the activity in groups:

RULES of 'Be a Protector' game

- Sit with your group around the board and chose your counter. Put your counter on the 'Start' circle.
- Before starting the game each player takes a turn at rolling two dice. The player that throws the highest score starts the game. Then work 'clockwise' around the circle of players.
- When it is your turn, roll one dice onto the board and move forward the number that lands on the top.
 - ❑ If you land on a yellow square, read the instruction aloud to your group and move your counter forward or back as instructed, then hand the dice to the next player.
If it says 'miss a turn', the next time the dice gets to you, you must hand it on to the next player without rolling or moving.
 - ❑ OR if you land on a blue square, in the same turn roll again with two dice, then add the numbers together. When you know the answer, move your counter that many squares forward towards the finish, then hand the dice to the next player.
 - ❑ OR if you land on a pink square, in the same turn roll again with two dice, subtract the smaller number from the larger number. When you know the answer, move your counter that many squares backwards towards the start, then hand the dice to the next player.

The game is finished as soon as your move gets you past square 96 to SID on the FINISH circle. Keep playing until all players have finished or you run out of lesson time.

KEY STAGE ONE ACTIVITIES

CORE ACTIVITY

ASSEMBLY
OR CIRCLE
TIME

(Activity 1A)

- INTRODUCTORY DISCUSSION
- **VIEWING OF 'Lee and Kim's adventure... Animal Magic' CARTOON**
- DISCUSSION OF THE MESSAGES FROM THE CARTOON

EITHER / OR

**PSHE & CITIZENSHIP /
ART & DESIGN / ENGLISH:**
(2A) KEEPING SAFE GAME
- USING MASKS OR PUPPETS

**PSHE & CITIZENSHIP /
ART & DESIGN / LITERACY:**
(3) MAKE AN INTERNET SAFETY
POSTER

Extension Activities

(4) Write a story about
finding the treasure safely

(6A) Song, Dance and Drama

(5) Design and fill a
treasure chest

(7) 'Be a Protector'
board game