

# Pirate Products

from mathsticks.com

Here is a great Pirate themed game which gives children plenty of opportunities to use their times tables.

The first version of the game uses multiplication facts **1x1** up to **6x6**.

Children need two dice and a counter each. The idea is to start at the bottom of the Pirate map on one of the first three doubloon images and to move your counter up to the top.

To start the game a player must roll dice numbers where the product is **12**, **18** or **6**.

- A roll of 3,4 or 4,3 or 2,6 or 6,2 would enable the player to start on **12**.
- A roll of 1,6 or 6,1 or 2,3 or 3,2 would enable them to start on **6**.
- A roll of 3,6 or 6,3 would enable them to start on **18**.

If the player rolls any other combination they must miss that go.

Once a player has started on the first row he or she can move up to the next adjacent coin by rolling the appropriate numbers.

For example, a player could move from the 18 to the 8 by rolling 2,4 or 4,2.

## Adaptations

- To make the game quicker to play the rules can be adapted so that the player can move to any coin in the next row rather than an adjacent one.
- Also, to offer more choice, three dice could be used and the player then rolls all three but can use any two dice (or all three) to produce the necessary product.

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The second and third versions both use multiplication facts from **2x2** up to **12x12**.

The game is played in exactly the same way, however four dice are used and this increases the opportunities for problem solving and ensures more calculations are practised. The players then have the choice of combining the dice in different ways to produce different numbers.

For example, a roll of 1, 3, 5 and 6 could produce:

$$1 + 3 \times 5 + 6 = 4 \times 11 = 44$$

$$1 + 5 \times 6 + 3 = 6 \times 9 = 54$$

$$1 + 6 \times 5 + 3 = 7 \times 8 = 56$$

$$1 + 3 + 5 \times 6 = 9 \times 6 = 54$$

$$3 + 5 + 6 \times 1 = 14 \times 1 = 14$$

$$5 + 6 + 1 \times 3 = 12 \times 3 = 36$$

$$6 + 1 + 3 \times 5 = 10 \times 5 = 50$$

The arrangement of the numbers on all of the game boards has been specifically designed so that the more likely products appear at the bottom, making the game easier in the early stages.

The less frequent products appear towards the top of the board, building the challenge.

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**Pirate Products** is a game for two players. You need two dice and a counter each.

The idea of the game is to start at the bottom of the map, on a doubloon numbered 12, 18 or 6 and make your way to the top. You can move to a coin that is horizontally or diagonally next to the coin your counter is on.

The first player to reach either the coin numbered 25 or 36 is the winner.

Each player rolls both dice and multiplies the numbers - to start the product has to be 12, 18 or 6.

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This is a game for two players. You need **four** dice and a counter each.

The idea of the game is to start at the bottom of the map, on any of the bottom three doubloons, and make your way to the top. You can only move to a coin that is horizontally or diagonally next to the coin your counter is on. The first player to reach either the coin numbered 49 or 9 is the winner.

Each player rolls all four dice and uses addition and multiplication to create a final product - to start the product has to be 40, 36 or 60.

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This is a game for two players. You need **four** dice and a counter each.

The idea of the game is to start at the bottom of the map, on any of the bottom three doubloons, and make your way to the top. You can only move to a coin that is horizontally or diagonally next to the coin your counter is on. The first player to reach either the coin numbered 4 or 25 is the winner.

Each player rolls all four dice and uses addition and multiplication to create a final product - to start the product has to be 24, 72 or 48.