

# SUBTRACTION MAYHEM TO 12



**Age range:** 2nd Grade +

**Number of players:** 2

**Learning:** Subtraction facts to 12, strategy and logical thinking

## You will need

- Each player will need 10 counters of their own color;
- 1 dice.
- One counter/marker for the answer grid

## Instructions

- The Mayhem grid counter starts off on number 0.
- When it is a player's turn, they have to move the Mayhem grid counter **one** space along a line to a new number. E.g. from 0, the counter could move to either number 1, 4 or 5.
- The player then has to select a subtraction fact which has the correct answer to match the number. E.g. if the Mayhem number was 3, then they could cover up 7-4.
- If a player cannot go, or gets an answer wrong, then play passes to the next player.
- Each time a player makes a line of 3 counters they can remove one of their opponent's counters from the board and return it to them. The first player to place all their 10 counters wins the game.

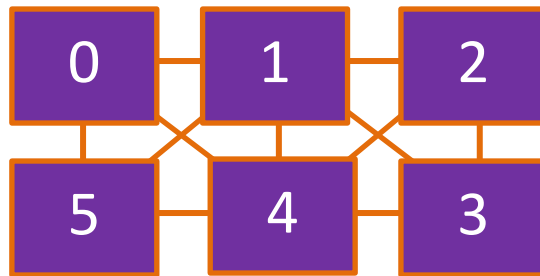
## Variations

- Harder game:
  - You can only move the Mayhem grid counter after your turn, not before.
- Easier game:
  - The first player to get a line of 4 counters wins the game. The removing counters rule is not used.

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The Mayhem Grid



9-5	10-7	6-6	8-6	11-8	5-0
6-4	12-8	10-5	7-5	9-9	11-7
8-7	6-1	12-9	10-6	7-4	9-7
7-7	11-9	5-2	8-3	10-9	12-8
6-2	8-7	10-7	11-6	9-6	4-4
12-7	7-3	8-5	10-5	9-8	9-4



2ND GRADE

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