Storm the Castle!

Target age group: grades 1-3

Number of players: 2-8

<u>Math skills</u>: Finding the difference between two numbers, finding coordinates on a grid, finding number combinations that make the numbers 10-15, mental math word problems.

Time required: Allow about 30 minutes

In this game, players are all on the same team. They are soldiers in an army that is trying to storm the enemy's castle. Soldiers are advanced from all four points of the compass. As soon as all the soldiers have entered the castle, the enemy is officially defeated and plundering can begin (wouldn't you know it-- the enemy has been storing up candy!).

This game can accommodate up to 8 players by forming two-player teams. If you have 2 to 4 players, just play in singles. If you have more than 4 players, use your discretion to form teams or to leave individuals as single players. You can adapt this game to suit the needs of your group. You may want to assign team members who can help each other. You can have both single players and teams playing alongside each other in the same game. The distribution of the players is extremely flexible.

You will need:

- Scissors (and possibly an X-acto knife (if you have one) for cutting drawbridge)
- Tape and glue (either white glue or glue stick)
- Copies of the pattern pages printed onto white card stock
- Candies or some other small treats to put inside the castle (loot to plunder!)
- Two dice (or you can put together the paper ones provided here)
- Two decks of cards (one will be sufficient if you only have two players)
- Pennies (about 20 per player/team)

Set up:

Cut out the four fields and the four bridges. Tape the ends of the bridges under the top of the fields right where it says, "And now you must cross the moat!"

Cut out the paper soldiers and fold them so they stand upright.

Cut out the castle parts and tape together. There are different possibilities for how to configure your castle. You can use these ideas or adapt your own. (Some players may point out that castles didn't have multiple drawbridges. Tell them that this is a math game, not a history lesson. Let that historical accuracy go, and have fun!)



You may want to consider playing on the floor. You'll have plenty of space for moving around.

Take all the face cards and aces out of the deck. Split the remaining cards in half, so that each player, or team, has half a deck. Shuffle the cards well and place face down in a stack.

Set up, con't:

Give each player, or team, a supply of about 20 pennies. These will represent the rocks (or firebrands or dead horses or whatever) that the castle catapults out onto the field.

Either assemble the dice given, or acquire two dice from somewhere around your house. If you are using your own dice, pencil in letters A through F on one die.

Place a small stash of candy (or cereal bits, or whatever you want to supply as loot) inside the castle. The loot will be divided evenly at the end of the game, so make sure the number of loot pieces will divide evenly between the number of players you have!

Cut apart the word problem cards and place in a pile face down. The adult will be in charge of these cards, so they <u>don't</u> need to be in reach of the players. (However, because they are used to launch the enemy's catapult, you could choose to put them inside the castle?)

How to play:

There are two phases in this game. In the first phase, the players move their soldiers across the field. In the second phase, the soldiers must cross the bridge over the moat.

<u>First phase</u>: Players put their soldier tokens on the start space on their field. (A team of two players will share a token.) They draw the two top cards from their deck (single players draw two cards, double players each draw one card) and they must find the difference between those two numbers. The difference is the number of spaces they can move on the field.

After everyone has moved their soldiers, it's the enemy's turn to try to stop them from advancing. The enemy will catapult rocks (or fire brands or whatever you want them to catapult) from the castle. The pennies will represent these rocks and the adult will play the part of the enemy. The adult rolls the dice and then calls out the letter and number combination, such as E5 or B3. This is where the rock will land on the field. Each player (or team) will take a penny and place it on the space that was called out.

If a soldier gets hit, he must save his life by answering a math question. If he gets it right, he stays on that square. If he gets it wrong, he must go back five spaces. The math questions have two levels available. It's up to the adult to choose the correct level to quiz the player that got hit. (NOTE: If you run out of one or both types of problems (unlikely to happen in one game) just re-use the problems, inserting different numbers for calculation.)

Second phase: The soldiers must cross the bridge over the moat. Players will again use their cards for this phase. All players put their soldiers on the 10. Then they deal out five cards in front of them, face up. The players must figure out a way to make 10 using those five numbers. The easiest way to do this is find some numbers that add up to 10. (They do not have to use all the cards.) If they players are at a more advanced level of math, they are allowed to use other operations as well. If there is no combination available with those five cards, players return them to the bottom of the pile and draw five new cards. As soon as they find a combination that makes 10, they advance their soldier to the 11. They deal five more cards face up in front of them and try to find a combination that makes 11. This continues until all players have reached 15. It is up to the adult whether to allow players to work at their own pace or to keep everyone at the same number.

When all soldiers have arrived at 15, the drawbridges may be lowered and the soldiers may enter the castle. They may divide the loot evenly amongst them.





a little glue here between these pieces

Cut around the figures, then fold as shown above. Use a tiny dot of white glue, or a glue stick, to adhere the base.

Here are dice patterns that you may or may not want to use. You can use real dice instead, and just pencil in letters

on one of them.

















COPY THIS PAGE ONTO WHITE CARD STOCK

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MAKE 4 COPIES OF THIS PAGE ON WHITE CARD STOCK

LEVEL 1: Before the battle started, 10 horses still needed shoes! The ferrier was told to shoe the horses as fast as he could. How many shoes will he have to put on in a hurry? (40)LEVEL 2: Before the battle started, 100 horses still needed shoes. The ferrier was told to shoe the horses as fast as he could. How many shoes will he have to put on in a hurry? (100)	LEVEL 1: The drawbridge has 20 planks. 6 are rotten. How many are still good? (14) LEVEL 2: The drawbridge has 24 planks. 6 are rotten. How many are still good? (18)
LEVEL 1: 100 bats roost in the castle towers at night. 30 of them flew out right at dawn. How many waited until after dawn to go out? (70) LEVEL 2: 100 bats roost in the castel towers at night. 63 of them flew out at dawn. How many waited until after dawn to go out? (37)	LEVEL 1: The castle walls are 12 feet high. Halfway up the wall there is a peep hole used to spy the enemy. How many feet off the ground is the peep hole? (6 ft.) LEVEL 2: The castle walls are 16 feet high. If there is a window 4 feet down from the top, and the window is 2 feet high, how high off the ground is the bottom of the window? (10 feet)
LEVEL 1: If the enemy's catapult can throw 3 rocks per minute, how many can it throw in 5 minutes? (15) LEVEL 2: If the enemy's catapult can throw 3 rocks per minute, how may can it throw in 8 minutes? (24)	LEVEL 1: This castle has 20 canon balls in each of its 4 towers. How many does it have in all? (80) LEVEL 2: This castle has 12 cannon balls in each of its 4 towers. How many does it have in all? (48)
LEVEL 1: Each soldier eats 6 slices of bread every day. If a loaf of bread has 12 slices, how many loaves of bread will 10 soldiers eat? (5) LEVEL 2: Each soldier eats 6 slices of bread every day. If a loaf of bread has 9 slices, will 3 loaves be enough for 5 soldiers? (no)	LEVEL 1: Each soldier inside the castle owns 2 swords. If there are 50 soldiers inside the castle, how many swords are there altogether? (100) LEVEL 2: Each soldier inside the castle owns 2 swords. If there are 45 soldiers inside the castle, how many swords are there altogher? (90)
LEVEL 1: There are 120 stone blocks in the east wall of the castle. Half of them are made of limestone. How many are made of another kind of rock? (60) LEVEL 2: There are 120 stone blocks in the east wall of the castle. One third of them are made of limestone. How many are made of another kind of rock? (80)	LEVEL 1: At the start of the battle, the enemy soldiers had a dozen working crossbows. Three got broken. How many can still be used? (9) LEVEL 2: At the start of the battle, the enemy soldiers had a two dozen working crossbows. Three got broken and five got lost. How many crossbows do they still have? (16)