



Early Mathematics: Dragon Quest

Purpose of activity:

Children have an opportunity to talk, discuss and experience number in a variety of ways and to connect numbers to several different quantity representation e.g.

- § Dot patterns on the dice
- § Distance of their pawn along the path
- § Sets of buckets illustrated on the cards
- § Written numerals also provided on the cards.

With repeated play, they also become capable of performing a series of successive addition operations in their heads.

Materials: Any game-board with some star symbols. Dice. Pawn. Cards with buckets (could be dots) and numerals.

Procedure:

Children are told a story about a fire-breathing dragon that has been terrorising the village where children live.

To play the game, children take turns rolling a dice and moving their playing piece. They may move forwards or backwards.

If they land on a star they can pick a card from the face-down deck of cards, which illustrate, with images and symbols a certain number of pails of water.

Children are encouraged to add up their pails of water as they receive them and they are allowed to use a variety of strategies to do so, ranging from mental maths (which is encouraged) to the use of tokens to keep track of the quantity accumulated.

The first child to reach the dragon's lair with at least 6(or any given number) pails of water can put out the dragon's fire and free any teammates who have become prisoners.

Q: 1. Discuss which targets this activity supports.

Q: 2 How would you use this activity?

In class? Small group? One to one? Home?

Adapted from Number Worlds • Program Research by Sharon Griffin (on-line)