This is a game played between two players to develop the idea of proportional compensation (eq. doubling and halving)

**You need:** A set of cards showing pupa (caterpillars) in different arrays.

Each player needs a butterfly playing board and fifteen counters of

one colour.

## Rules:

The caterpillar cards are shuffled and placed face down in a pack.

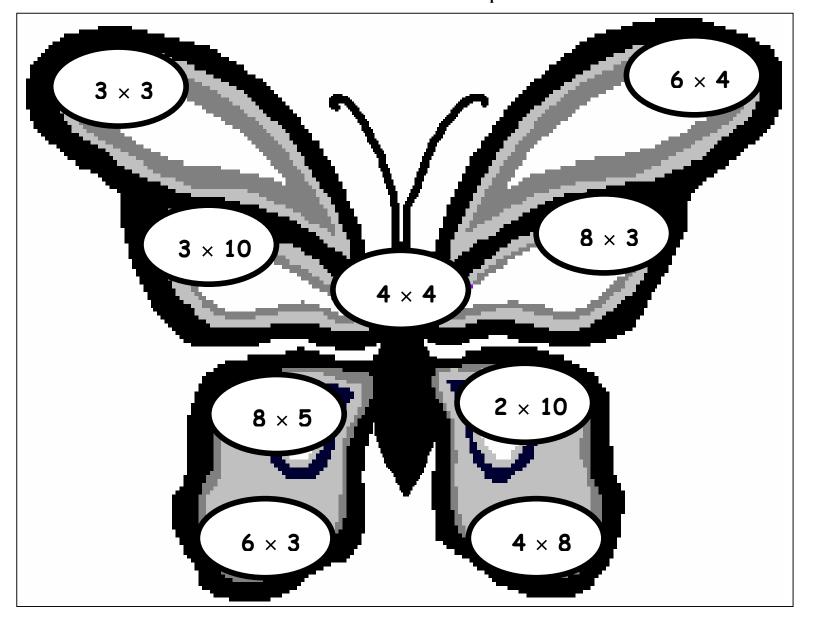
Players take turns to:

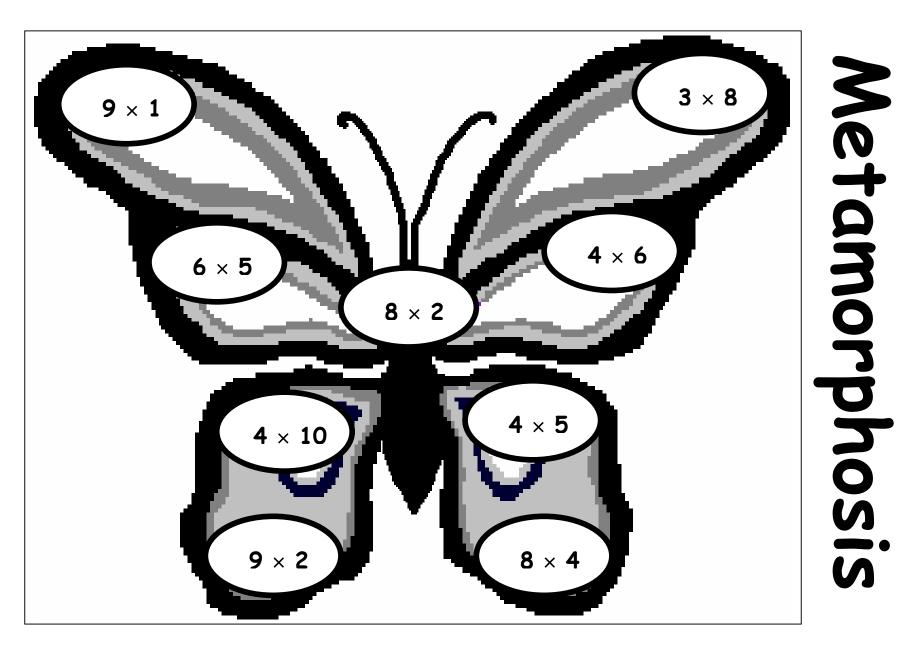
- Take the top card from the pack
- Match it with any other card they have that has the same array (ie.  $4 \times 2$  cards can be placed alongside other  $4 \times 2$  cards)
- If a player is able to make an array that matches a multiplication fact on their board they can cover that fact. In the matching space on their opponent's board is a different multiplication fact. If the player can rearrrage the cards to form a new array matching the fact they can put their counter on that space on their opponent's board.

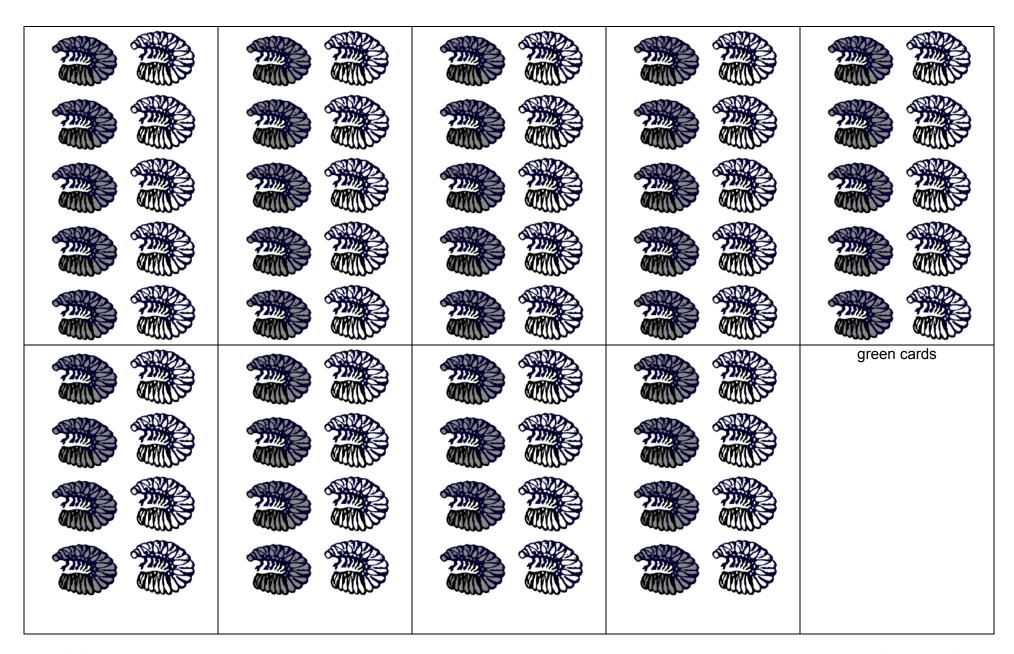
When all the cards have been taken from the pack players take turns to swap one of their cards they don't want for one of their opponent's that they do want. In this way they try to make more arrays so they can cover facts on their board and that of their opponent.

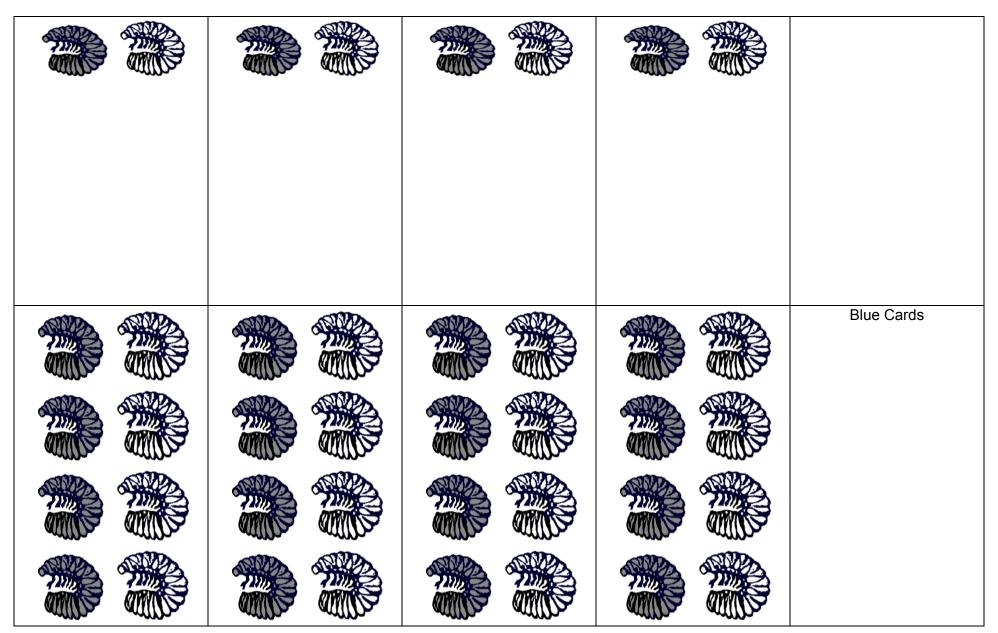
The game finishes when no player can make any more facts.

The winner is the player who has placed the most counters on both boards.











Copyright © Crown 2004

