**Mind the Gap!**

**You need**: Squared paper or an empty grid, two different colour pens, a ruler and two dice

**Before you start:**

* Choose a pen each.
* Decide who will go first.

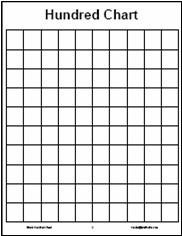
**Take turns to:**

* Roll the dice and draw a rectangle on the grid with the number of rows and columns to match the numbers on the dice.  For example if you roll a 2 and a 3 then draw a rectangle that is made of 2 rows of 3 squares.
* Write the number of squares your rectangle covers inside the rectangle.
* If you cannot fit your rectangle in you miss a go.
* When it is not possible to fit any more rectangles on, each player adds up the number of squares covered by their rectangles.

**Winner**

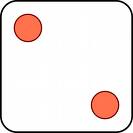
* The person with the biggest total wins!

**8**

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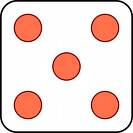
**15**

**For example:**

Brian throws  and A picture containing clipart

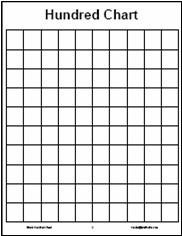
Description automatically generated , draws the red rectangle and writes **8** inside it.

George throws A picture containing clipart

Description automatically generated and  , draws the blue rectangle and writes **15** inside it.

It is now Brian’s go again.

**Here are some blank grids for your games:**

** A picture containing table

Description automatically generated**

**Ideas for changing the rules to vary the game:**

* Change the size of the grid or the dice used.
* Play with more than two players or give each player their own grid and try to be the first to complete it.
* Allow players to split their rectangles into two so that they can fit them on
* Or…