

2020

## Forward and Backward [Grades 1-3]

Regents' Center for Early Developmental Education

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# Notes for *Forward and Backward*

**Level:** Grades 1-3

**Recommended # of Players:** 2-4

**Materials:** *Forward and Backward* game board; markers in different colors (3 of the same color for each player); 3 dice (2 of same color, 1 different color)

**Math Skills:** Addition and subtraction, numeric sequence, negative numbers

**Mathematical benefits:**

*Forward and Backward* is intended for children who are comfortable adding and subtracting numbers 1-6 mentally. Players have to think about negative numbers when they create a situation in which they have to subtract a larger number from a smaller number. The game also prepares children to think about the numeric sequence. Children are forced to consider several moves and compare the results of each by the rule that a marker cannot be moved to an occupied space. This is especially true as markers get closer to the FINISH and are required to move there on an exact roll of the dice.

# Forward and Backward

For 2 to 4 players

**Materials:** *Forward and Backward* game board, markers in different colors (3 of the same color for each player), 3 dice (2 of one color, 1 of a different color)

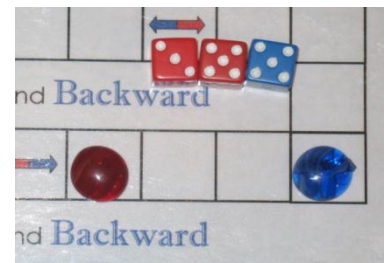
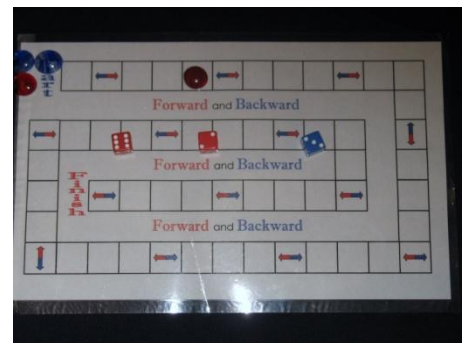
**Objective:** To be the first player to get all of your markers to FINISH.

To play:

1. Players decide who will use each color and who will go first.
2. Players take turns rolling all three dice, adding the numbers of the dice with the same color and subtracting the number on the third die.

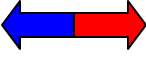
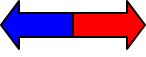
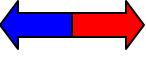
$$\color{red}{\square} + \color{red}{\square} - \color{blue}{\square} =$$

- If the number is greater than 0, the player moves one of his or her markers forward that many spaces.
  - If the number is less than 0, the player moves one marker backwards that many spaces.
  - Only one marker can be moved each turn.
3. Once a space is taken, it cannot be taken by another player's marker. A player must choose to move another marker instead. If a player cannot move a marker without landing on a taken space, then the player cannot move on that turn.
  4. Markers can only move to FINISH on an exact roll of the dice.
  5. The first player to get all three markers to FINISH wins the game.



This blue marker cannot move because the red marker is already in that place.

Uppercase

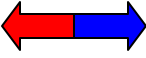
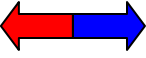
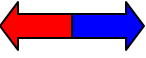
											
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Forward and Backward

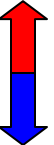
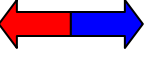
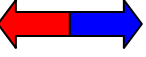
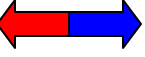
											
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Forward and Backward

Lowercase

										
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Forward and Backward

											
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