



## The Easter Bunny Maths Game Teaching Ideas

**Learning Objective:** To collect as many points as possible.

- Success Criteria:**
- To socially interact with other members of the class.
  - To add up your score from each game.
  - To add up your accumulated score.

**Context:** This lesson is a fun game to play at the end of the Spring term.

### Resources

[Easter Bunny Maths Game Sheet](#)

[Easter Bunny Maths Certificate](#)

[Easter Bunny Maths Game PowerPoint](#)

Dice

Optional: a prize for the winner

## Starter

You might like to rearrange your tables so that students can sit in groups of 3 to 5. Each student will need a pen or pencil and a copy of the [Easter Bunny Maths Game Sheet](#). Or you may prefer to display it on the board and ask them to copy it into their books. Each table will also need a dice.

## Main Activities

### The Rules

The object of this game is to collect as many parts of the bunny as possible. Go through the rules as a class and clarify where necessary. Some students may think that if they roll a 1 on the dice, they can add all four buttons instead of just one. Some students may not realise that they take it in turns to roll the dice and that only the person rolling can claim that part of the bunny. You should reinforce that they must roll a 6 to start and that they must have a head before parts can be added to it.

### Have Fun

You can tell the students when to start and they should hopefully monitor their own tables for any cheating. Whilst they are playing the game, it is an ideal opportunity to check the tables individually and see if they understand the rules. The game should naturally stop as the winner should shout out 'Bunny'.

Students then add up their points for that game. You might like to remind them that each part counts for points. If they have one arm, then they score 3 points in total for the arms but if they have both arms, they score ( $2 \times 3$ ) points.

### The Winner

At the end of the first game, once students have added up their scores, it is time to find the winner from each table. You may have to encourage some to move as they might be reluctant to leave their usual place or to sit with another group. Once the game winners from each table are in their new seats you are ready to start round two.

You might like to decide how many games are to be played at the start of the lesson or you may like to tell the students that you are spending a set time on the game and you will let them know when it is the last game.

## Plenary

When you have finished playing as many games as you have chosen, the students should add up their accumulated score. This could be a good opportunity to recap basic addition without a calculator. You may wish for them to all check another student's score or you may prefer to just check the overall winner's score. You might like to ask students to work out what the maximum score could be if someone won all their games. This would be 38 multiplied by the number of games your class has played.

You can award a **Easter Bunny Maths Game Certificate** to the winner and you might like to add a prize of your own or award points if your school has a reward system.