

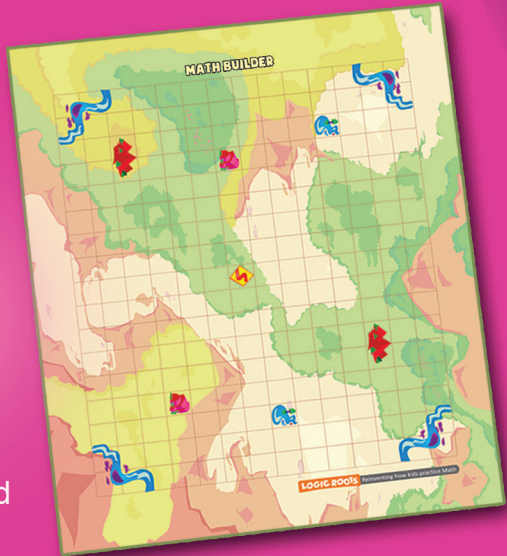
MATH BUILDER



LOGIC ROOTS

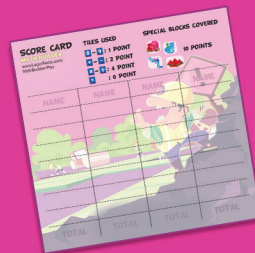
Reinventing how kids practice Math

AS YOU OPEN THE BOX...



You will find...

- 1 Math Builder game board
- 1 Bag with equal-to tiles
- 1 Bag with number and operator tiles
- Score cards
- 3 Gameplays
 - Bridge (Easy)
 - Race (Intermediate)
 - Build (Expert)



BRIDGE (EASY)

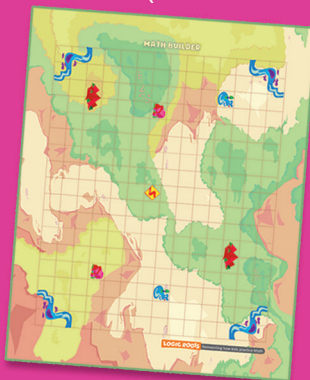
1-6
players

7Y+

Collaborative

Setup

Open the board. Pile up all the tiles (number and operator) on the table.



Who wins?

Build equations to connect any 2 rivers on the board. It is a collaborative game. You all win.



How to play?

1. Collaborate and scavenge through the tiles. Build the first equation with one tile on 'START' sign.



2. Build the next equation using at least one of the existing tiles on the board and others from the pile. You may use equal-to tiles when you need.

3. Continue building equations till you connect any 2 of the rivers.



Pro-tip:

4. Up the challenge
 - Connect all 4 rivers.
 - Make more complex equations
 - Race against time. Try to complete it in 5 minutes.

RACE (iNTERMEdiATE)

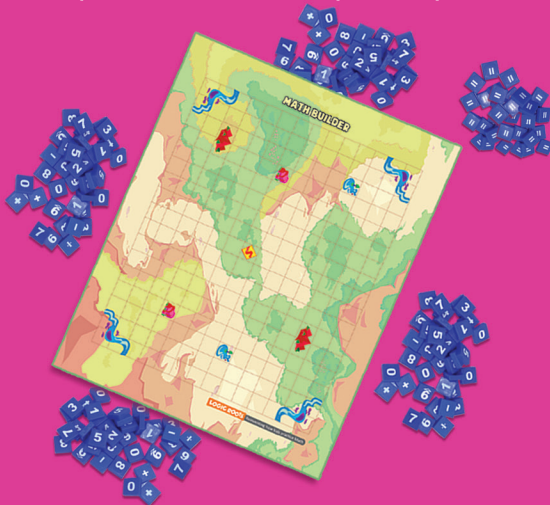
2-4
players

8Y+

Competitive

Setup

Distribute the number and operator tiles equally among all the players. Keep the equal-to tiles in a separate pile.



Who wins?

Players use their tiles to make equations. The game ends when one of the players is left with 9 tiles or less. Player with the least number of tiles at the end, wins.

Who moves first?

The youngest player moves first. Others move in a clockwise direction from her.

How to play?

1. Look through your tiles and build the first equation.
Make sure at least one tile is at 'START' sign.



You may use equal-to tile from the separate pile.

2. The next player, in her turn, will make another equation using at least one of the existing tiles on the board and others from her own pile.



3. Players keep building equations in their turn using tiles from their pile. The game ends when one player is left with 9 tiles or less.



BUILD (EXPERT)

2-4
players

8Y+

Competitive

Setup

Open the board. Every player must draw 9 tiles (number and operator) from the bag. Equal-to tiles are kept in a separate pile.

Pull out one score card sheet to keep a track of scores for this game.



Who wins?

Players get points for building equations. Player with most points at the end wins!

Who moves first?

The youngest player moves first. Others move in a clockwise direction from her.

How to play?

1. The first player builds an equation using the 9 tiles he has drawn. You will need an equal-to sign to complete your equation. Use one from the common pool or use an existing sign on the board. At least one of the tiles must cover the 'START'.



Now draw tiles from the tile bag so that you have 9 tiles again.

2. Use the scoring instructions on top of the score card and count your score. Update the score card.

SCORE CARD		TILES USED	SPECIAL BLOCKS COVERED
MATHS AND LOGIC www.LogicRoots.com/ MathBusterPlay		2-3 : 1 POINT 3-4 : 2 POINT 4-5 : 4 POINT 6 : 0 POINT	10 POINTS 10 POINTS
Dave	Joy	Robin	Neha
7			
TOTAL	TOTAL	TOTAL	TOTAL



$$1 + 4 + 1 + 0 + 1 = 7 \text{ Points}$$

3. It's the next player's turn. She must make equation from her 9 tiles and using at least one of the existing tiles on the board. Update your score and draw more tiles so that you have 9 tiles again.

1
+
2
+
1
+
0
+
1
=

5 points

SCORE CARD
www.LogicRoots.com/
[MathBuilderPlay](http://MathBuilderPlay.com/)

TILES USED

- : 1 POINT
- : 2 POINT
- : 4 POINT
- : 0 POINT

SPECIAL BLOCKS COVERED


- : 10 POINTS
- : 10 POINTS
- : 10 POINTS
- : 10 POINTS

Dave	Joy	Robin	Neha
7	5		
TOTAL	TOTAL	TOTAL	TOTAL

- The game continues in the same manner. If a player is unable to make any equation with her existing tiles, she can skip her turn or discard her tiles and pick 9 fresh tiles from the bag.
- The game ends when there are less than 15 tiles left in the bag. Sum up your scores. The player with highest score wins.

SCORE CARD
MATH BUILDER
 www.LogicRoots.com/
 MathBuilderPlay

TILES USED
 0 - 9 : 1 POINT
 + - : 2 POINT
 x ÷ : 4 POINT
 = : 0 POINT

SPECIAL BLOCKS COVERED
 10 POINTS

	Dave	Joy	Robin	Neha
	7	5	18	4
	4	0	12	6
	5	8	10	3
	3	2	7	5
	9	6	25	2
	28 AL	21	72 L	20


WINNER

MIND YOUR MATH

$$2 \times 3 = 6$$

$$\begin{array}{c} 1 \\ + \\ 2 \times 3 = 6 \\ = \\ 4 \end{array}$$



$$\begin{array}{c} 2 \times 3 = 6 \\ 7 - 2 = 5 \\ 3 \\ - \\ 1 \end{array}$$

This move results in an incomplete equation. (5 x !)

$$3 + 2 \times 3 = 6 + 1 + 2$$

$$2 \times 3 = 6$$

$$2 \times 4 = 8$$

This equation is not connected to any available tile.

$$\begin{array}{c} 1 \\ + \\ 2 \times 3 = 6 \\ = \\ 2 \times 4 = 8 \end{array}$$

KIDS WILL MASTER

8 core math skills

Operations with Zero



Addition with large numbers



Subtraction with large numbers



Multiplication of up to 3 digit numbers



Division without remainder



BODMAS /PEMDAS priority



Equation balancing



Equation building



& 4 life skills



Patience &
Perseverance



Forward
Thinking



Strategic
Planning



Flexibility

MORE MATH RESOURCES?

Want another gameplay? What about free worksheets on building equations? For more math resources, visit our website. Scan the QR code or go to the link given below.



More math games

Why just build equations? Discover more math games to make any topic fun for kids.

www.LogicRoots.com/MathBuilder/Play



LOGIC ROOTS

Reinventing how kids practice Math

 /LR Labs

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