

# ZooBookKoo Dice – Teacher’s Notes

Level 1 (KS1 working with numbers 1,2,3,4,5,10)

- Contents:** 3 Monsters, 2 Yellow Numbers Dice, 1 Orange Maths 'Aaahhh!' Die and Drawstring Bag
- How To Win:** Win all 3 monsters
- Starter Level:** Each player rolls one of the numbers dice in turn. Player with the highest number begins. Play in a clock-wise direction.
- Round 1:** The first player throws all 3 dice together.  
The player works out the answer, says it out loud and remembers their score.  
Other players should check the player is right!  
If 'Aaahhh!' is thrown score is zero (allow a second chance on first throw in a round).  
The highest scoring player in the round wins a monster.
- Rounds 2 & 3:** Repeat as in Round 1 until all 3 monsters have been won.
- Round 4 Onwards:** From now, only players holding monsters continue playing.  
Repeat as in Round 1.  
The player with the highest score takes a monster from the person with the lowest score (if it is a draw, those drawing throw again).
- Winner:** The player who wins all the monsters.  
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- Extender Level:** Each player rolls one of the numbers dice in turn. Player with the highest number begins. Play in a clock-wise direction.
- Round 1:** The first player throws all 3 dice together.  
The player works out the answer, says it out loud.  
Other players should check the player is right!  
The same player throws again working out the answer each time and adds it to his/her growing score.  
The player's turn ends when 'Aaahhh!' is thrown – but remember your score (or jot it down). (Allow a second chance on first throw in a round).
- Each player takes his/her turn in the same way to complete the round, remembering his/her score.  
The highest scoring player in the round wins a monster.
- Rounds 2 & 3:** Repeat as in Round 1 until all 3 monsters have been won.
- Round 4 Onwards:** From now, only players holding monsters continue playing.  
Repeat as in Round 1.  
The player with the highest score takes a monster from the person with the lowest score (if it is a draw, those drawing throw again).
- Winner:** The player who wins all the monsters.
- 100 Rule:** If one player scores 100 or more in any round before throwing an 'Aaahhh!' they win the round and a monster.
- Teacher Tips:** Adapt the ability level by ruling that the multiplication sign should be used as an addition sign  
While ability develops, advise the children they can jot down their answers as they progress through their turn
- Flexible Skill Levels
  - Inclusive Group Activity
  - Fun Learning
  - Large Dice (24mm)
  - Highly Tactile
  - Tested On Children
  - Levels 2 & 3 Available

Designed in the UK.

Not suitable for children under three years due to small parts.

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Please keep this information for future reference:

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