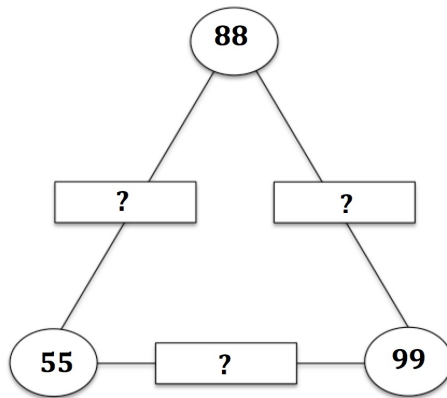


THE CHECKIT GAME



The Checkit Game is suitable for all ages because you can choose the type of numbers and the operation that you will use.

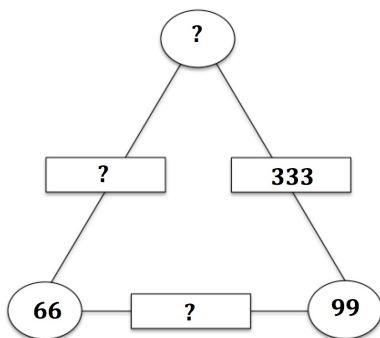
You can play this game with
(1) addition and subtraction or with
(2) multiplication and division, whichever you choose.

The numbers on the edges of the triangle are the sum in Game 1 and the product in Game 2 of the numbers at the vertices.

In this example Game 1 would have 143, 187 and 154 on the edges and Game 2 would have 4840, 8712 and 5445 on the edges.

1. The players must agree whether to play version (1) or version (2) of the game.
2. The players must agree on what numbers are allowed. For example whole numbers, or integers, or fractions, or decimals, or powers of 2, 3, 4 and 7 or, to keep the numbers small, just 0 to 10 at the vertices.
3. Flip a coin to decide who goes first.
4. Players take it in turns to fill in a number in an empty box.
5. Players check if the numbers entered are correct. If a player makes a mistake and is challenged by an opponent before that opponent enters another number, then he loses the game and his opponent wins a point.
6. When they have put numbers in all 6 boxes, both players check. If there are any mistakes then both players lose a point. If everything is correct both players win a point.
7. The first player to score 5 points wins the game.

HELP



This is another example for Game 1.

Work out the numbers to go in the empty boxes.

To find the number to go in the top box remember that
 $? + 99 = 333$.

Click [here](#) for the answer.

NEXT

Complete this Checkit for both addition and multiplication.

Click [here](#) for the answers.

Checkit Game Version 3

1. The players must agree on the type of numbers, on the operation to be used and on the time allowed.
2. Both players draw a Checkit frame and fill in 3 of the 6 numbers.
3. They swop the frames and, in the given time, players fill in the other 3 numbers and score a point for each correct number.
4. Play 3 rounds and the player with the highest score wins.

