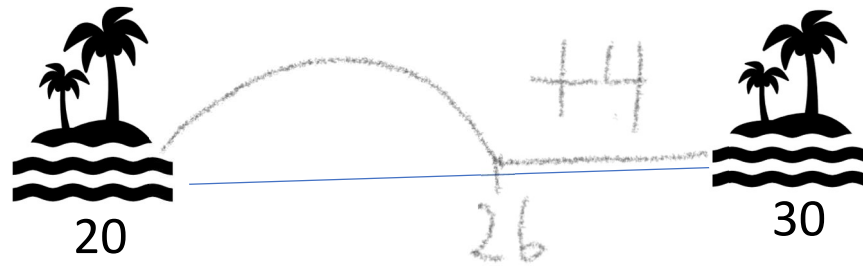
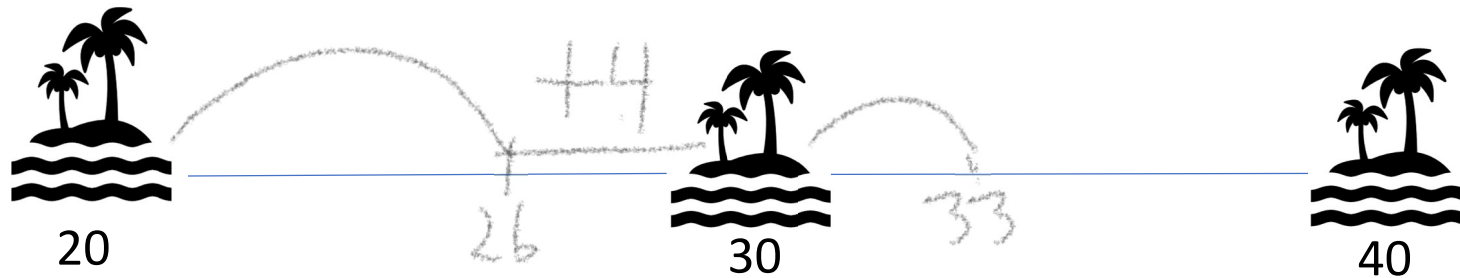


Island Hopping!

1. You need your own game board. I recommend you practice this as a whole class at first. You need to learn how to record hops and bridges. When your teacher calls out a number, you have to decide whether to hop or bridge. How do you know? You hop if you don't have enough to reach an island. You bridge if you do.
2. Every time you hop, you have to write the number you hopped onto. Every time you bridge, you need to write how long the bridge is, like this:



3. Say you are on 26, but you don't roll a 4. Instead you roll a 7! What can you do? Decompose the 7 into what you need. You need a 4, so make a 4 bridge, then you have 3 extra. Make a new hop with the 3 extra, like this:



4. If you don't have enough to bridge to the island, make another hop and record your new landing number.
5. How do you know if you won? Keep going until your teacher says to stop. Whoever hopped to the most islands wins!

