

Castle Quest Directions for math games

Right-Brained Addition & Subtraction games can be used with Castle Quest! Use the instructions below to learn the rules for playing with math games! Make adjustments to fit the level of the children playing the game. Other than that, you can continue to follow all of the rules that are located on the back of the game box. Keep in mind that Castle Quest is a collaborative game used to build student confidence, sharpen skills, and to help everyone reach the castle!

Right Brained Addition & Subtraction Games

3 Dot Card Games

When a player draws a card, they must say the number of dots on the card. You can do this with the color dots, pyramid dots, and 5-frame dot cards. If the player says the correct number of dots, they roll the dice and move forward that many spaces. If they do not know how many dots are on the card, they can ask another player for help. Then, both players move ahead one space.

Floor Dominos

When using the Domino cards, follow the same instructions as above. Since dominos have two sets of number values, you can decide before the game begins if you would like children to say both numbers, or if they can pick one and say the value to move forward. If they do not know how many dots are on the card, they can ask another player for help. Then, both players move ahead one space.

Right Brained Addition & Subtraction Vol. 2 Games (Formerly Place Value Games)

Adding 1s Cards

Have a player draw a card. They will have to solve the math problem and say the answer. If the player gets it correct, they roll the dice and move forward that many spaces. If they do not know the answer, they can ask another player for help and they both get to move forward one space. If the player gets the answer wrong, they do not move, and it is the next player's turn.

*Pull out the "rent an office" cards and do not use those for the Castle Quest game.

Subtracting 1s Cards

Have a player draw a card. They will have to solve the math problem and say the answer. If the player gets it correct, they roll the dice and move forward that many spaces. If they do not know the answer, they can ask another player for help and they both get to move forward one space. If a student gets the answer wrong, they do not move, and it is the next player's turn.

When a player draws a card, they must say the number of dots on the card. You can do this with the color dots, pyramid dots, and 5-frame dot cards. If they say the correct number of dots, they roll the dice and move forward that many spaces. If they do not know how many dots are on the card, they can ask another player for help. Then, both players move ahead one space.

Add & Subtract 10s Cards

Have a player draw a card. Then, they will have to solve the math problem and say the answer. If the player gets it correct, they roll the dice and move forward that many spaces. If they do not know the answer, they can ask another player for help and they both get to move forward one space. If a player gets the answer wrong, they do not move, and it is the next player's turn.