

Suggested focus questions for this activity



Task 1

Playing dara

- Where will you put your counters at the start? Why?
- Where could you place a counter to make three in a row?
- If you can't make a row of three immediately, how could you move your counter towards making a row of three? What's your next move? Why?
- How many moves will it take you to make a row of three? How might your opponent stop you?
- How could you distract your opponent from seeing where you are planning to make three in a row? Why might this work?
- If you played the game again, what would you do differently? Why? How would that improve the outcome?



Task 2

Inventing a number game

- What is the board like for your game? Why?
- What other things are needed to play the game?
- How is the board set out? Why?
- What are the instructions for playing the game?
- What are the rules of the game?
- What is the aim of the game?
- What strategies would a player need in order to win your game?
- How many players could play your game?



Task 3

Trialling the game

- How does the game work?
- How could the board be improved? Why would this improve it?
- How could the instructions be improved?
- Are the rules clear? If not, what might make them clearer?
- Is the game too hard/easy? Why do you think that?
- Did you enjoy playing the game? If not, what would make it more enjoyable?