

Max's Magnificent Maths-Game Manual

Learning objective: To write a clear set of instructions using imperative verbs, temporal connectives, and precise technical vocabulary.

Max the monkey needs your help! He has invented a brand-new game but has forgotten how to explain the rules to his friends. Use this template to create a clear, step-by-step guide. Remember to use imperative (bossy) verbs like 'place', 'calculate', or 'solve' to guide the player, and include numbered steps to keep the instructions logical.

Word bank: First · Next · Afterwards · Finally · Calculate · Determine · Sequence · Method · Objective · Equipment · Result

1. Game Title and Objective: What is the name of your game and what is the primary goal for the player? (2 marks)

2. Required Equipment: List the items needed to play. Remember to include any costs in pounds (£) if the game requires specific materials. (2 marks)

3. The Rules (Part 1): Explain the opening steps of the game using clear imperative verbs. (3 marks)

4. The Rules (Part 2): Describe how the game is won or how a player calculates their final score. (3 marks)

5. Justify your answer: Explain why the order of your steps is essential for the player to understand the game successfully. (4 marks)

6. What might happen if a player skips one of your instructions? Describe the potential outcome. (4 marks)

Extension challenge: Compare and contrast your instruction set with a classmate's. Which set is easier to follow and why? Rewrite your most complex instruction to make it accessible for a younger child while maintaining all necessary mathematical detail.