

Max's Magnificent Maths-Game Manual

Learning objective: To understand and apply the features of instructional writing, including imperative verbs, chronological order, and clear, concise steps.

Max the monkey is designing a new board game, but his instructions are all jumbled up! Use the word bank to fill in the missing imperative verbs and time connectives to make the steps clear. Then, reorder the sentences so the game rules follow a logical sequence. Ensure your instructions are easy for a player to follow.

Word bank: First · Place · Next · Calculate · Finally · Shuffle · Divide · Then

1. 1. [] the deck of cards thoroughly. 2. [] the cards equally between all players. 3. [] the board in the centre of the table. 4. [] your total points after each round. 5. [] ensure every player has a counter. (Use the word bank provided to complete these steps). (5 marks)

2. Identify one imperative verb used in the instructions above and explain why imperative verbs are important in instructional writing. (2 marks)

3. Why is it important to use chronological time connectives (like 'First' or 'Finally') when writing instructions for a game? (2 marks)

4. If a game costs £12.50 and you have a £20 note, how much change should you receive? Write this as a short instructional step. (2 marks)

5. Rewrite one of your steps from the first question to include an adverb of manner (e.g., 'carefully', 'quickly') to make the instruction clearer. (2 marks)

Draw: Draw a small, clear diagram showing the board game setup you just described. Include labels for the 'Start' square and the 'Finish' square.



Extension challenge: Write a 'Safety Warning' or 'Top Tip' box to include at the bottom of Max's instructions, using formal language to ensure players don't lose their game pieces.