

Magic Carpet



Need: Magic Carpet sheet, ruler, 1-20 dice

- Children play in pairs, sharing one game sheet (see link below).
- Player 1 rolls the dice and guesses which line on the Magic Carpet matches the length (in cm) of the number rolled e.g. if the number 12 is rolled, the player estimates which line is 12cm long.
- Player 1 measures this line accurately and if they estimated correctly, they put their name on that line. If the estimate is incorrect, play moves to Player 2.
- Player 2 then takes their turn to do the same.
- The winner is the person who has their name on the most lines on the Magic Carpet.

[Magic Carpet sheet](#)

