

When Anne opened her case to reveal an Aladdin's Cave of resources and games that could be used in the Maths classroom, I'm sure that she saw the same look of anticipation and excitement on our faces that she sees when she presents the materials in the classroom. We were not disappointed. Anne showed us a range of manipulative materials (concrete materials for those of us who speak in old money) that could be used to explore a variety of mathematical concepts. Not only did she remind us of the many ways that dice could be used, she also showed us that we could move away from our comfort zone of using the archetypal small wooden dice and give our students 'fun' materials such as the furry dice that hang in car windows. She gave us other practical money-saving tips such as using the lid of plastic containers as dice shakers and reminded us to laminate materials to give them a longer shelf life.

After demonstrating possible ways of adapting board games such as Trivial Pursuit and Ludo were explained, each table were given two or three templates to use to consider ways of adapting them for our own students. This proved to be a very productive part of the session. Ideas were bouncing around our table; this may also have been due to the fact that Anne gave us one of her lesson starter tasks at the beginning of the workshop so our reasoning and problem-solving skills were brought to the fore before we started the tasks!

By the end of the workshop, our table were particularly keen to investigate websites that contain templates for board games and intended to think outside of the box when searching for manipulative materials.