

Max's Magnificent Maths-Game Instructions

Learning objective: To identify and use imperative verbs, adverbs, and chronological conjunctions to write clear instructions.

Read the instructions below written by Max the monkey, then answer the questions to show you understand how instructions work.

How to Play 'Monkey Maths Match'

1. Firstly, collect ten small pebbles and place them in a pile on the floor.
2. Carefully label five pieces of paper with the numbers 1 to 5 using a felt-tip pen.
3. Next, scatter the paper labels around your garden or classroom floor.
4. Gently throw a pebble towards the labels while shouting a sum, such as 'Two plus three!'.
5. Quickly run to the label that shows the correct answer and stand on it.
6. Finally, celebrate your clever maths skills with a happy jump!

Word bank: Chronological · Imperative · Adverb · Conjunction · Step-by-step · Instruction

1. Identify two imperative (bossy) verbs used in the instructions above. (2 marks)

2. Why did Max use numbers to list his instructions? Explain the importance of a chronological order. (2 marks)

3. Find and copy one adverb from the text that tells the reader how to perform an action. (1 mark)

4. If you wanted to play this game but only had £2.50 to spend on supplies, and the paper cost 50p and the pebbles were free, how much money would you have left? (2 marks)

5. Why is it important to include 'Fronted Adverbials' or time conjunctions like 'Firstly' or 'Finally' in a set of instructions? (2 marks)

Draw: Draw a diagram showing the 'Monkey Maths Match' game in action. Make sure to label your drawing with at least two imperative verbs.



Extension challenge: Max wants to create a new game called 'Jungle Jumps'. Write three short, clear instructions for how to play it, ensuring you use at least one fronted adverbial and one adverb in each sentence.