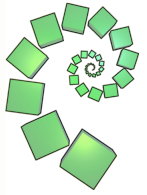


Factor Track



'Factor Track' is not a race but a game of skill.

The idea is to go round the track in as few moves as possible, keeping to the **rules**.

You can do this on your own or with a partner.

Rules:

You start on the (yellow) 60 and must make your way round to the (red) 'end' square.

You can move any factor of the number you are on, except 1.

You must land exactly on each green square, so you can't go round corners in one move.

(So your first move could be either 2, 3, 4, 5 or 6 squares. Although 10, 12, 15, 20 and 30 are also factors of 60, these numbers are too big as you may not go around corners.)

Have a go at moving round this 'training' track following the rules and counting your moves.

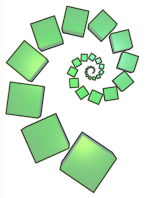
Can you do it in fewer moves?

When you feel ready, try the more complicated track overleaf where there are possible short cuts. You will have to work out whether they are worthwhile.

What is the best route to take to do it in the least number of moves?

Which squares do you need to land on?

Factor Track



Simple Training Track

