

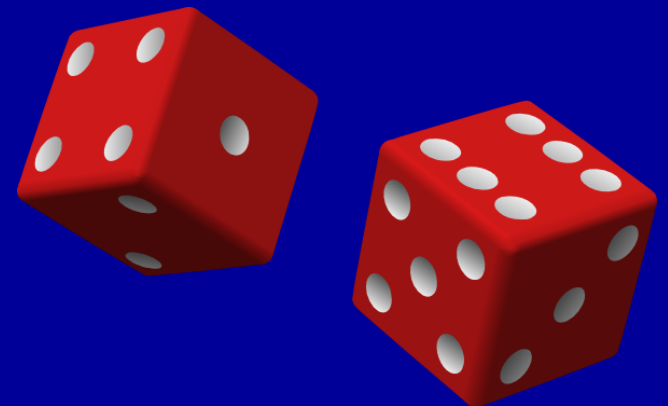
Maths Games



Target (with playing cards)

- Deal the playing cards out between the 2 players
- Turn over a card at a time and lay on the table. (Lay all the cards flat - do not put on top of each other. You may end up with lots of cards on the table)
- When you spot 2 or more cards that can make your target number call 'Target'. (Picture cards are worth 10). You can make you target by using $+$, $-$, \times or \div . The player who has called 'target' wins the cards.
- Keep going until all the cards are used up. The winner is the person with the most cards at the end.

TARGET NUMBER - 12



First a game!

Clear the Deck

(bonds to 10 with cards)

- Shuffle and deal out 9 cards in 3 rows of 3.
- Player A selects 2 cards that total 10 (and says the number fact)
- Keep going until no other pairs total 10
- Replace cards that have been taken.
- Player B has a go.
- The player with most pairs of numbers to ten wins the game.



Use more than
2 cards

Change the
target
number

Target/ Clear the Deck

Use +, -, x and
÷

Dicey

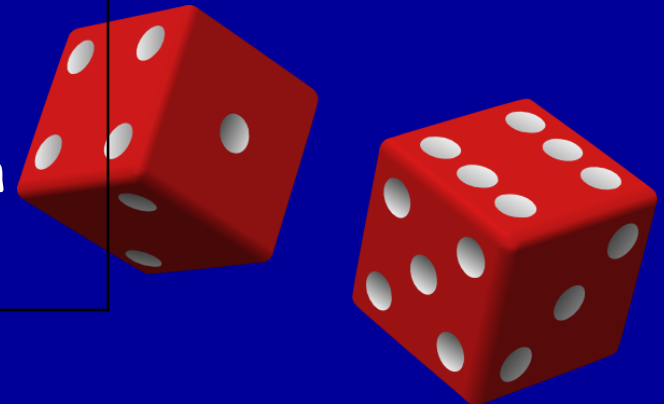
Rules for 'Dicey'



- Each player draws a grid like this:
- Roll the dice until each square is filled.
- *The player with the highest number wins a point. First to 10 points wins!*

Ways to change the game

- Add more squares to the grid to make the number bigger.
- Both players can't put the same number in the same square.



Plot it / Line up

- Draw a numberline (mark one end 0 and the other end 100)
- Roll the dice twice.
- Choose which around you want the digits to be.
- Plot this number on a numberline.
- First person to get 3 in a row wins!



Adding

Multiplying

Plot it/ Line up

Subtracting

Increase to 4-in-a-row.

Flip 'n' Roll

- Draw a ladder with 6 gaps and a bin.
- Roll the dice.
- Toss the coin. Heads - x 5; Tails - x10
- Plot this number on the ladder (lowest to highest).
- If you can't put the number on the ladder it goes in the bin
- First person to complete the ladder wins.



Adding

Multiplying

Plot it/ Line up

Subtracting

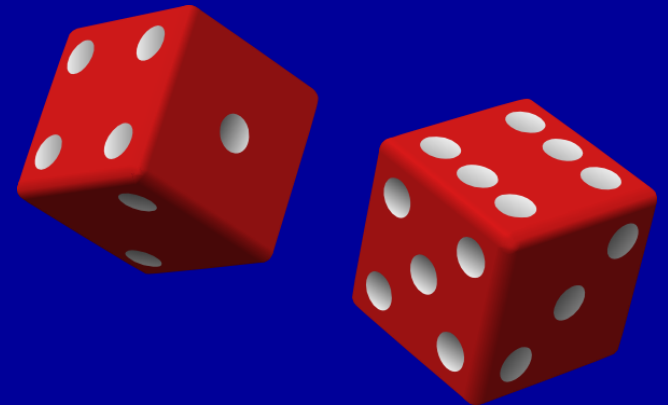
Increase the ladder

Square It

- <http://nrich.maths.org/2526>

Fishy, fishy fingers!!

Two players face each other and after both chanting 'fishy, fishy fingers (in the same way as you would if playing 'paper, scissors, stones)', hold up some fingers on one hand, keeping the other hand behind your back. The first player to say the total of the fingers shown scores a point. First player to 10 points wins.



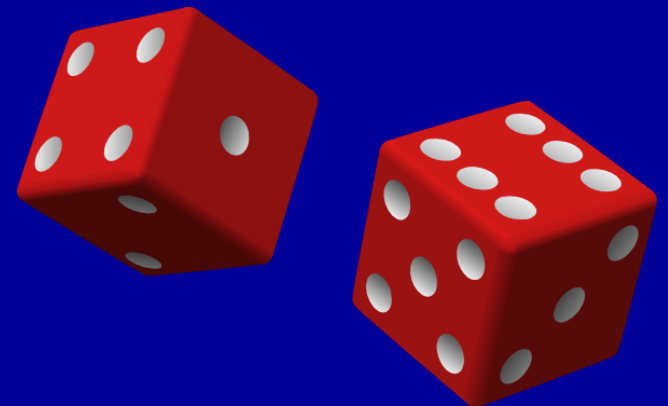
adding to
10 and 20

Fishy, fishy fingers!!

Times tables

Jump on

- Players start at 1. Take it in turns to throw the dice and move their counter. If they land on blue, move on 10.
- If they land on red, move on 5.
- The winner is the first to reach 100.



Subtracting instead
of adding

Jump on

Change the
numbers to add