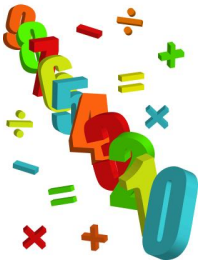
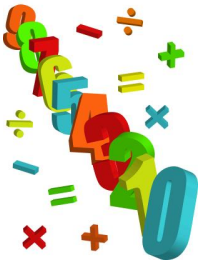
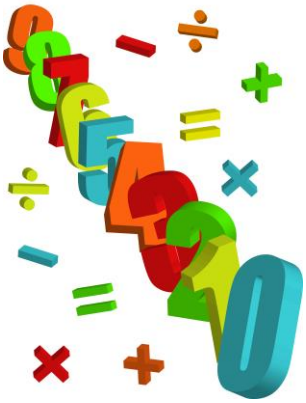
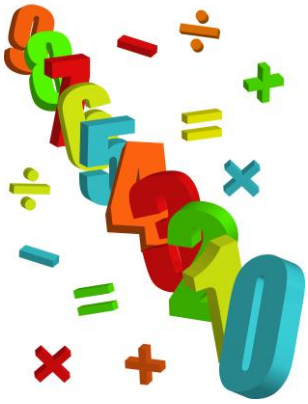




# Game on

The Lanes
PRIMARY SCHOOL





Suggested maths games for primary aged children

Useful tips on how to bring maths into the home.

# Multiple wiggles

1. Count in ones from 0 to 50.

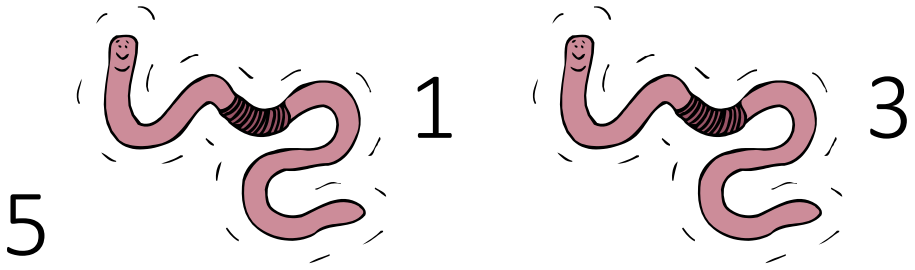
2. When you reach a multiple of 2, (2 ,4 ,6 ,8 ,10) wiggle your bottom instead of saying the number out loud.

3. When you reach a multiple of 3, (3, 6, 9, 12) clap instead of saying the number out loud.

4. If the number is a multiple of 2 and 3, you have to clap and wiggle at the same time.

*To make this easier you could just wiggle on all the even numbers.

*To make this harder you could add more rules for different multiples.



# Ping Pong

1. Start off by playing verbal ping pong. The leader says ‘ping’, player 2 says ‘pong’. Keep repeating this to build up a rhythm.

2. Then the leader introduces a rule e.g. doubling. The leader will drop in a chosen number, for example 5.
   E.g. “ping, pong, ping, pong, five…”

3. Player 2 must then respond with the double fact to match this number e.g. ‘ten’. E.g. ping, pong, ping, pong, five, ten, ping , pong …

4. Continue with ping pong.

5. Then when the player 2 is least expecting it, the leader can drop in another number to double.

6. Player 2 must then respond with the correct fact.

7. Continue with ping pong.

*Use can also play ping pong to practice one more than and one less than and times tables facts. You could make it harder by finding the square root.

# Mystery number

1. Player 1 thinks of a number e.g. 12.

2. Player 2 then has to work out the mystery number by asking mathematical questions.

3. Player 1 can only answer yes or no.

4. Player 2 can only have two guesses, so they must save their guesses until they have enough information.

*Suggested questions

- Is it **odd** or **even**?
- Is it a **multiple** of 5?
- Is it **greater than** 10?
- Is it **less than** 20?
- Is it a **square** number?

# Sequence hangman

This is exactly the same as traditional letter hangman but using a number sequence.

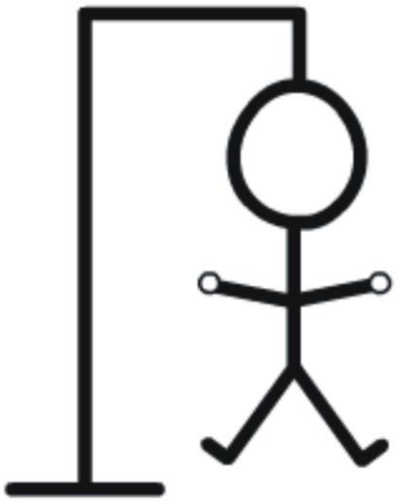
1. The leader thinks of a number sequence. It could be counting in 1s, doubling, halving, multiples of 5, 3. e.g. 3, 6 , 9 , 12, 15  (multiples of 3).

2. The leader draws 5 blank lines ___, ___, ___, ___, ___.

3. The leader *could* give a clue , e.g. 'It only has numbers lower than 20 in it.'

4. The players can then guess. If they get a number correct, the leader puts it in the right place. If they get a number wrong, the leader begins to draw the hangman.

*Make this game harder by introducing decimal sequences or using a two step sequence.



# James Bond

The aim of the game is to win two cards which make a number bond to 10.

*Take the Queen, King, Jack, Jokers and 10s out the pack*

1. Shuffle the cards and place 6 cards face up in a line.

2. Deal the rest of the pack between the two players face down.

3. Player 1 turns a card over:

If the card can be paired with its number bond to 10, the player wins both cards and puts it in their winning pile. They have another go until they cannot make 10 with their card and the line of cards. They need to add any unpaired cards to the line up.

4. Player 2 can have a go now:

They will pair the cards from their pile with the cards in the line up to make 10 until they have to leave a card down.

5. The winner is the one who has no more cards to play with.

# Deadly sixes

1. Take it in turns to roll one dice.

2. Keep score on a notepad / whiteboard.

3. After each roll, add on what is rolled next and record the cumulative total on the board.

4. Continue adding the numbers rolled.

BUT if you roll a six, you're bust and you have to start again from zero!

The motivation is to see what the highest number is you can reach before going bust.

* Make this game harder by rolling two dice at one time to make a two digit number.

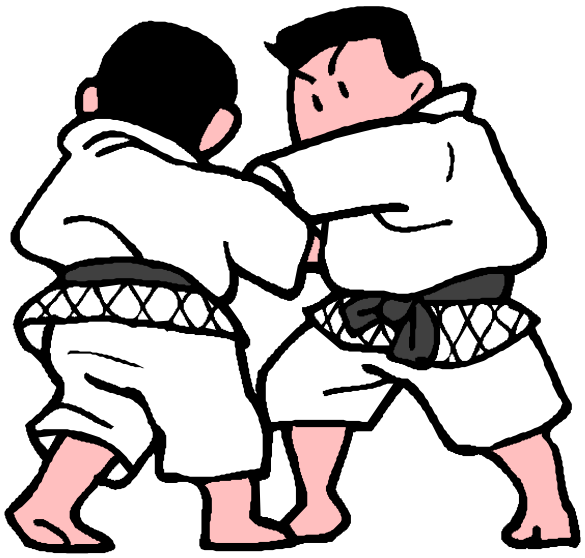
# Martial mathematics

1. Children stand face to face and bow with their hands together.
2. The 'Sensei' shouts out a mathematical word for either x ÷ + or - (e.g. total, multiply, share)
3. The children then make the relevant sign with their arms.

The signs are:
+ arms crossed making a + sign
X arms crossed making a x sign
= arms parallel making an = sign
÷ one arm horizontal and the other hand punches above and below to make the dots.
- one arm horizontal making a – sign

Mathematical words for sensei to use

| + | x | = | ÷ | - |
|---|---|---|---|---|
| Total<br>Altogether<br>Plus<br>Add<br>Sum | Multiply<br>Times<br>Lots of<br>Groups of<br>Multiplication | Equals<br>Amounts to<br>The same as<br>Factor | Divide<br>Share<br>Split up | Subtract<br>Minus<br>Take away<br>Left over<br>Change |



# “Giz” a Number

1. The parent or leader asks the player to ‘Giz a number’. This leader must have an operation in mind. E.g. x 5

2. When the player gives their number, the leader must take it and perform their chosen calculation.

*e.g. If the player gives the number 3, the leader will times it by 5.*

3. The leader tells the player the answer, without telling them which mathematical operation they had in mind.

*e.g. 15*

4. Continue until the player has worked out your ‘rule’ and chosen operation.

* Possible secret operations

X 5
X 2
Double
Halve
X 10
X 100

# Product difference sum

*Remove the Kings, Queens, Jacks and Jokers *

1. Pick two playing cards. You can build up the following rules as you begin to get the idea.

2. If both cards are red give the sum of the face values (add them together).

3. If both cards are black give the product of the face values (multiply them).

4. If the cards are a different colour, give the difference of the face values.

*To make this harder, you could treat the cards as tenths to create decimal questions. E.g. 3 would be 0.3

# Countdown

1. Choose 6 cards from a deck of cards.

2. Then choose two cards to create a two digit number. E.g. 3 and 2 makes 32.

3. Set the 1 minute timer.

4. Players have 1 minute to make the two digit target number.

5. Players can use + , - , ÷ and x.

6. When the time is up, those that have made the target number win a point. If the target number can not be made, the nearest number wins.

# Pictionary problems

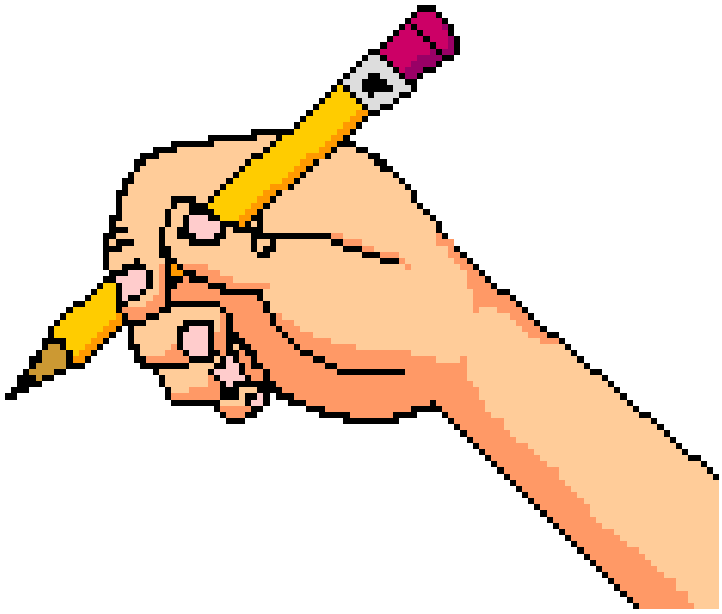
1. The drawer thinks of a mathematical term e.g. more than, less than, addition, subtraction, equals, difference etc.

2. They then have to draw this term without using the actual words and without using the actual symbols.

3. Whoever guesses correctly, takes the next turn.

*Possible mathematical terms to use

Addition
Subtraction
Greater than
Less than
Equals
Difference
Multiply
Divide



# Articulate

1. Player one thinks of a mathematical term, or chooses one from the list below.

2. They then have to describe the word without actually saying it.

3. The first person to guess correctly wins a point.

* Mathematical words

Greater than
Less than
Equals
Addition
Subtraction
Multiplication
Division
Difference
Total
Altogether
Change
Pounds
Pence
Millimeters
Centimeters
Meters

Suggested websites and interactive resources

EYFS

http://www.digitalbutterflies.co.uk/iwb-online.html

http://www.topmarks.co.uk/Interactive.aspx?cat=1

KS1 SITES

http://www.bbc.co.uk/schools/ks1bitesize/numeracy/

http://www.topmarks.co.uk/Interactive.aspx?cat=8

http://www.bbc.co.uk/schools/numbertime/games/index.shtml

KS2 SITES

http://www.coolmath4kids.com/

http://resources.woodlands.kent.sch.uk/maths/index.html

http://www.topmarks.co.uk/Interactive.aspx?cat=20

http://www.amblesideprimary.com/ambleweb/numeracy.htm

BOTH

http://www.bbc.co.uk/skillswise/game/ma13tabl-game-tables-grid-find

http://www.rainforestmaths.com/

https://uk.ixl.com/promo?partner=google&campaign=1175&adGroup=maths+practice&gclid=EAIaIQobChMIjd7ck9eA1QIVqbXtCh01PgaTEAEYAiAAEgK_-fD_BwE

http://www.crickweb.co.uk/

http://www.primarygames.com/math.htm

https://mathsframe.co.uk/en/resources/resource/115/sorting_3d_shapes_on_a_venn_diagram#

http://ictgames.com/

http://resources.kaboose.com/games/math2.html

http://www.familylearning.org.uk/online_math_games.html

http://www.math-play.com/Tic-Tac-Toe-Game-Classifying-Angles/Tic-Tac-Toe-Game-Classifying-Angles.html

https://www.topmarks.co.uk/maths-games/hit-the-button

https://www.sheppardsoftware.com/mathgames/geometry/shapeshoot/PerimeterShapesShoot.htm

http://www.bbc.co.uk/wales/snapdragon/yesflash/time-1.htm

https://www.topmarks.co.uk/Flash.aspx?f=SpeedChallenge