

Clock Maths

Purpose:

- To help practice addition facts to 20.

You need:

- Game board
- Dice or spinner labeled 1,2,3,1,2,3
- One counter per child
- Container of treasure eg. buttons, milk bottle tops, walnut shells
- 2 players

How to play:

- Each player places one counter on his or her start number.
- One player throws the dice (or spins the spinner) and both players move their counter that number of spaces in a clockwise direction.
- The first player to add the two numbers correctly gets one piece of treasure.
- It is important that each player says the addition out loud eg. $12 + 6 = 18$ or $9 + 3 = 12$.
- The game continues with each child taking turns to throw the dice.
- The winner is the first player to collect 10 pieces of treasure.

Variations:

- The first player to add 10 to their number.
- The first player to subtract the smallest number from the largest number.
- The first player to double the number they have landed on.

Clock sheet to go with this in stage 5 folder