Gold Mine

Purpose:

- To practice adding and subtracting 9, 10 and 11 to and from numbers to 100.

You need:

- Game board
- Spinner or dice with 9,10,11,9,10,11
- One counter per player
- 20 pieces of gold (buttons, shells, pebbles, interlocking cubes)
- 2 players

How to play:

- Place the gold on the squares numbered 1-10 and 91-100.
- Players place their counter on a square in the starting area (41-60).
- Players take turns to move their counter by throwing the dice (or spinning the spinner) and adding the number thrown on to, or subtracting the number thrown from, the number that their counter is on. For example, if they start on 45 and throw a 9 they can add 9 to get 54 or subtract 9 to get 36.
- The player moves their counter to the square that has the same number as their new total.
- If a player lands on a square containing gold then they may collect it.
- If a player lands on a circled number then they must return to a starting square of their choice.
- If a player lands on a square that is occupied by another player then that player is allowed to send them back to a starting square.
- The winner is the player that has the most gold when no gold remains on the board or when time is up.

Variations:

- Each player can play with two or three counters at a time.
- Have 4 players playing on one game board.

Gold Mine

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Pile up with 10 frames

Purpose:

- To reinforce basic facts to 20.

You need:

- 10s frames

How to play:

- Make two face down piles of 10s frames.
- Take one from each pile and quickly show them to the child (or group) for about 2 seconds then put them face down.
- The children add the numbers displayed on 10 frames.
- If the answer is correct give the cards to the child and move to the next combination.
- At the end of the game the children count up how many frames they have received.

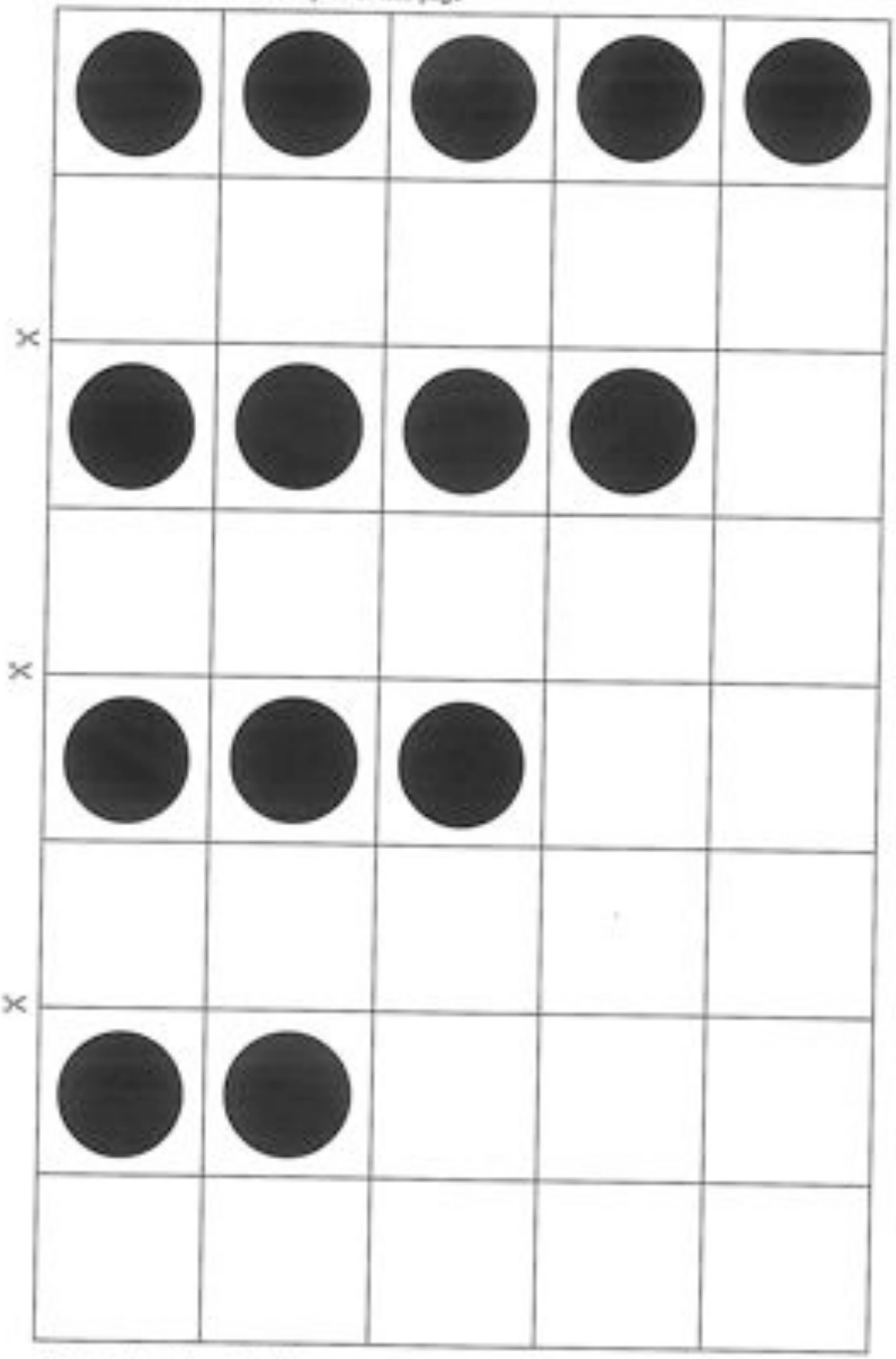
Variations:

- Start by only using 1- 5 cards.
- Hold up three cards to add.
- Children could multiply the numbers displayed, instead of adding.
- A pack of cards could be used instead of 10 frames.

Ten Frames

Book 4, pages 2,3,32,34;
Book 5, pages 6,13,14,16,27,29; Book 6, pages 17, 25, 71

You will need around 4 copies of this page



Material Master 4-6 **Ten Frames** *Book 4, pages 2,3,32,34; Book 5, pages 6,13,14,16,27,29; Book 6, pages 17, 25, 71*

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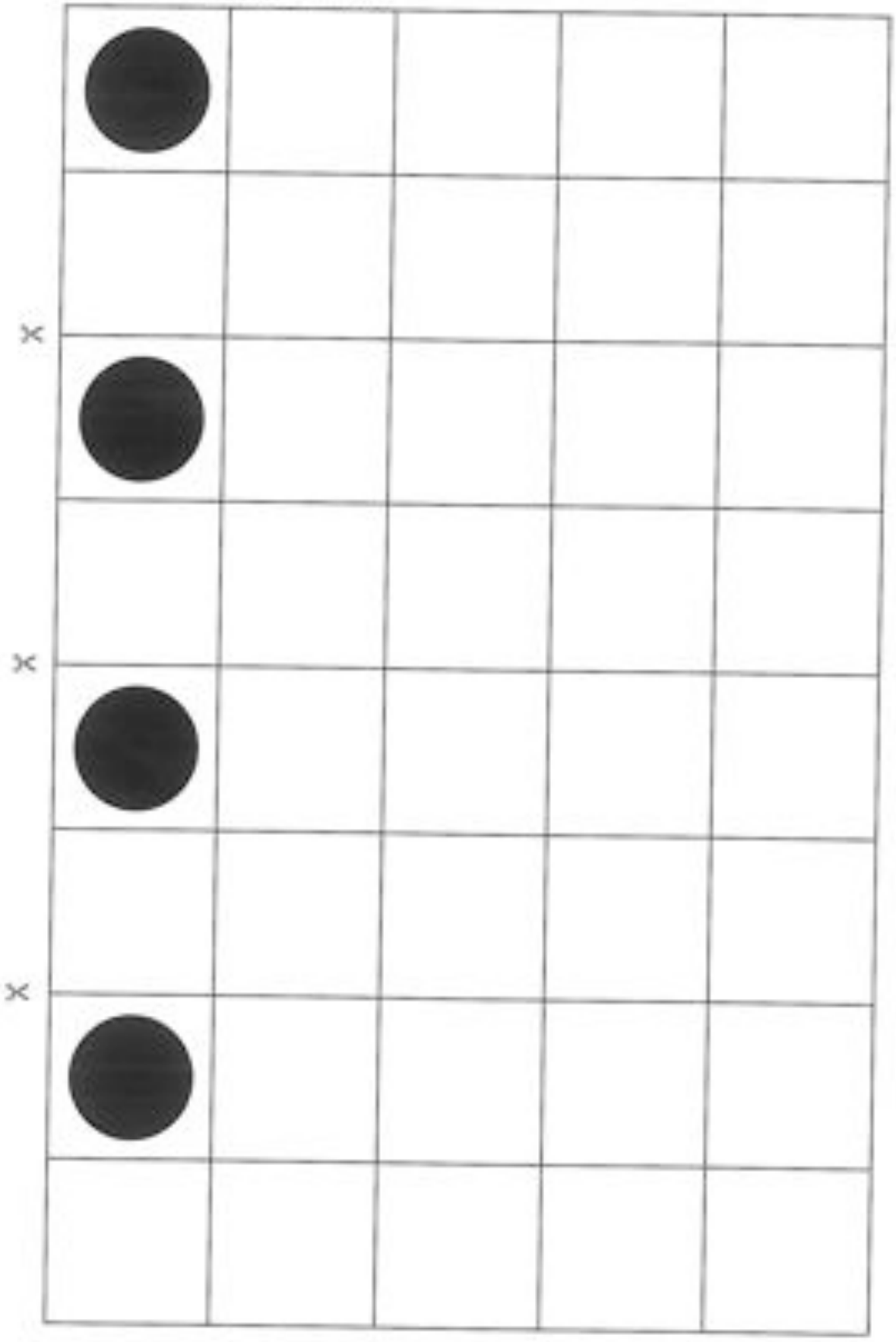

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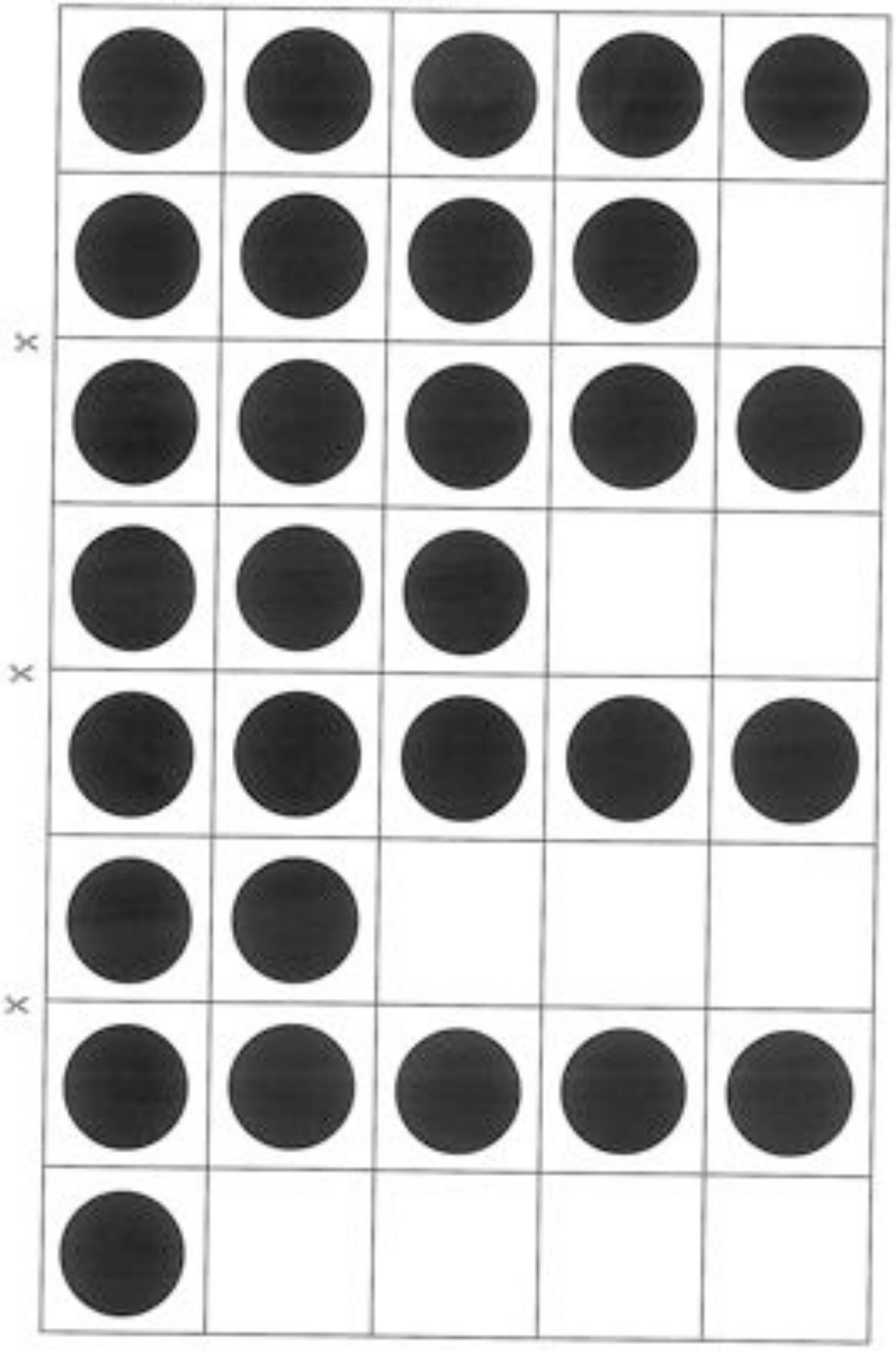

Material Master 4-6

Ten Frames

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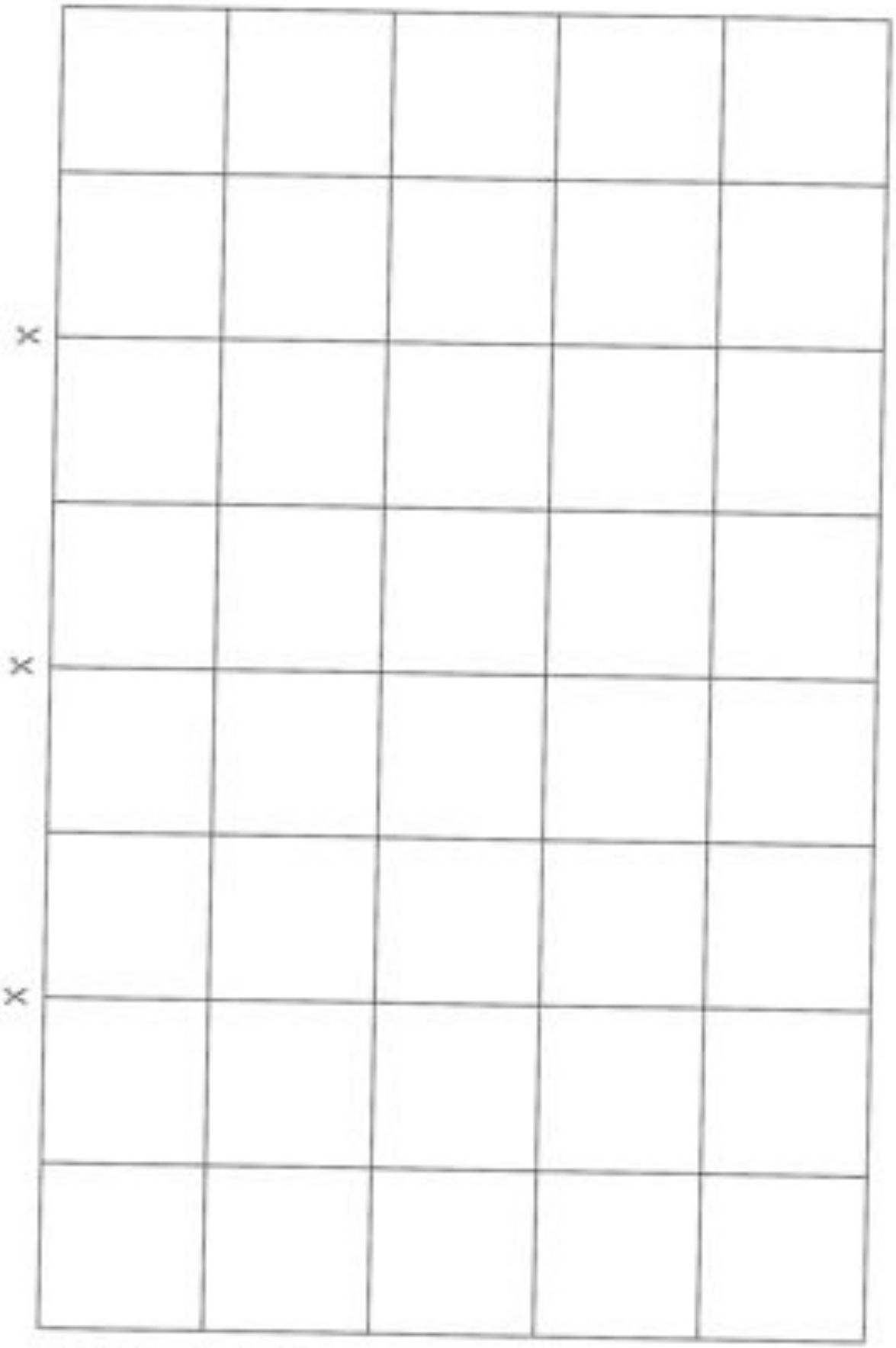
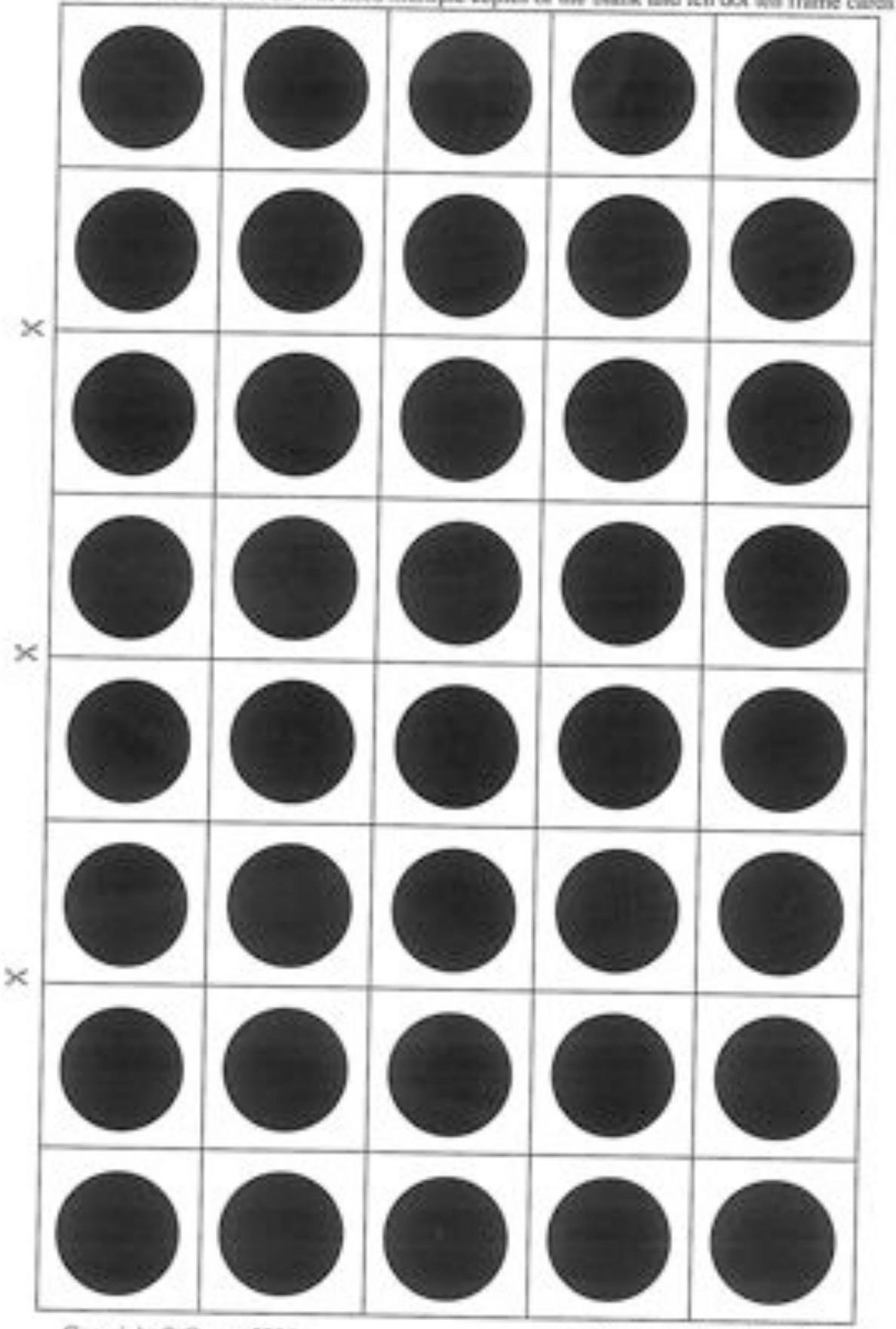


Material Master 4-6

Ten Frames

Book 4, pages 2,3,32,34;
Book 5, pages 6,13,14,16,27,29; Book 6, pages 17, 25, 71

Copy the 10 dot ten frames onto coloured card, use a different colour for the blank ten frames and the ten frame cards 1-9. You will need multiple copies of the blank and ten dot ten frame cards



Kiwi Multiplication

Purpose:

- To practice 2, 5 and 10 times tables and the corresponding division facts.

You need:

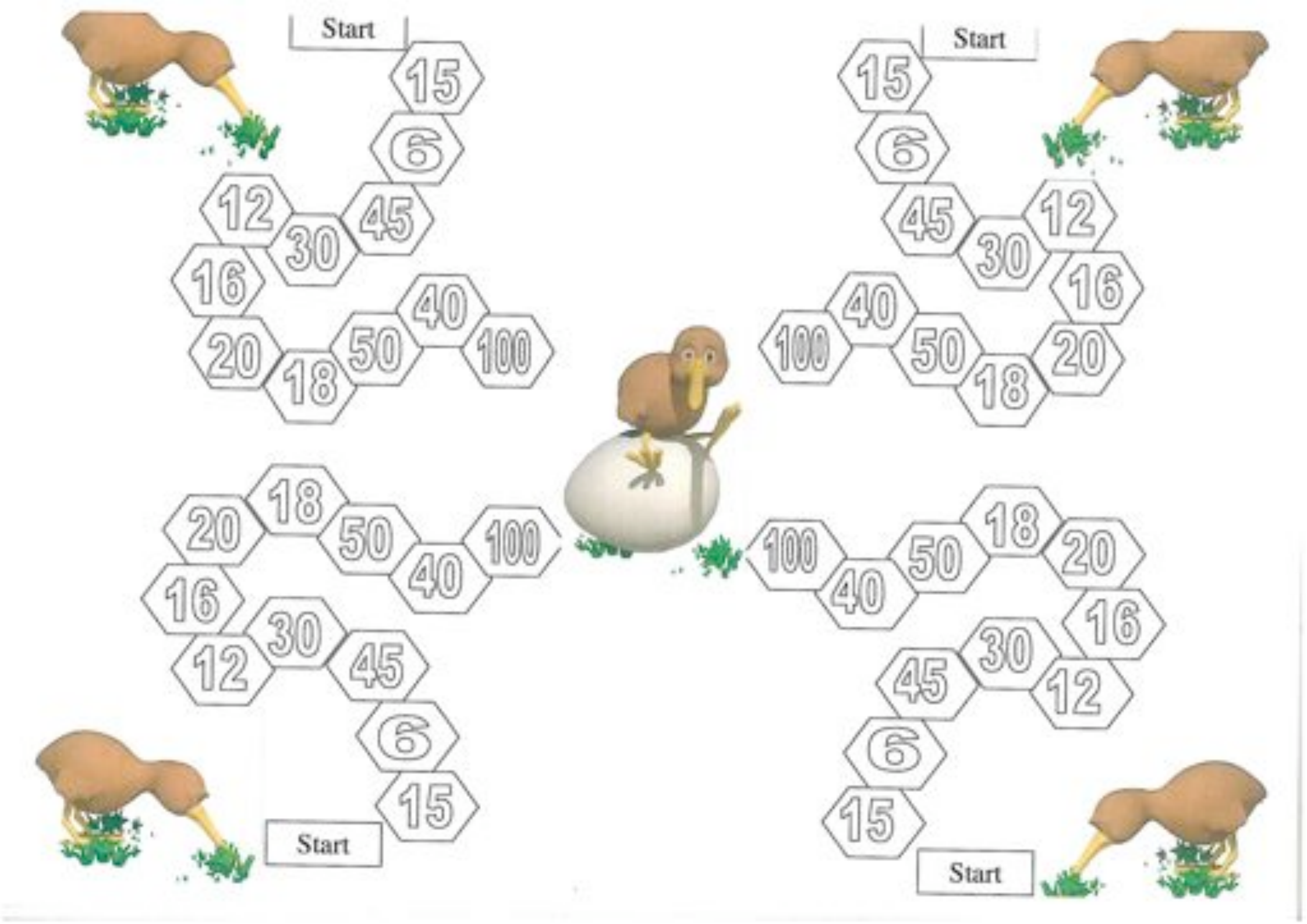
- Game board
- Spinner or dice with 1,2,3,1,2,3,
- One counter per player
- Two, three or four players

How to play:

- Each player chooses a kiwi to start on and places their counter on that Kiwi.
- One player at a time takes their turn to throw the dice (or spin the spinner) and moves forward that number of spaces.
- When they land on a number they must say a multiplication problem that results in that number or a division problem that begins with that number. For example, if they land on a 30 they might say 3 times 10 is 30 or 6 times 5 is 30 or 30 divided by 10 is 3 or 30 divided by 6 is 5.
- If they are correct they are safe and pass the dice on to the next player. If they are incorrect or cannot come up with an equation they move back two spaces.
- The first kiwi to reach the nest is the winner.

Variations:

- Two players with two kiwis each.
- Change the rules to allow doubles or halves as well.


Start
15
6
12
45
30
16
40
50
100
20
18
Start
15
6
45
12
30
16
40
100
50
18
20
20
18
50
40
100
16
12
30
45
6
15
Start
100
40
50
18
20
16
45
30
12
6
15
Start

Difference Between

Purpose:

- To support and consolidate ideas of using tens by takeaway or count on in tens.

You need:

- Game board (one per player)
- One dice numbered 10, 20, 30, 40, 50, 60
- One dice numbered 70, 80, 90, 100, 110, 120
  (Blank dice covered with sticky dots before putting the numbers are useful. That means they can be used several times by just changing the dots)
- Two, three or four players

How to play:

- Shake the dice.
- Look at the two numbers.
- Think about the strategy you would use.
- A suggestion is either to take the smaller number away from the larger one or to count on in tens from the smallest up to the largest number.
- Place a counter on the answer on your board.
- The first player to cover all their numbers is the winner.

Variations:

- Support your child with the use of a number line.

What's my number?

Purpose:

- To practice addition basic facts using three numbers.

You need:

- 3 dice
- Two or more players

How to play:

- 1 player holds 3 dice.
- The others turn their backs as player one rolls the dice and adds each dice together e.g. 2 + 3 + 6.
- Player one removes one dice.
- The group turns back to face player one who tells them the sum of the three dice, e.g. 11 (the total of 2 + 3 + 6).
- The other players have to work out what the missing number is.

Variations:

- You could use 4 dice.
- You could multiply the numbers together instead of adding.
- You could use 2 dice and add or multiply.

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

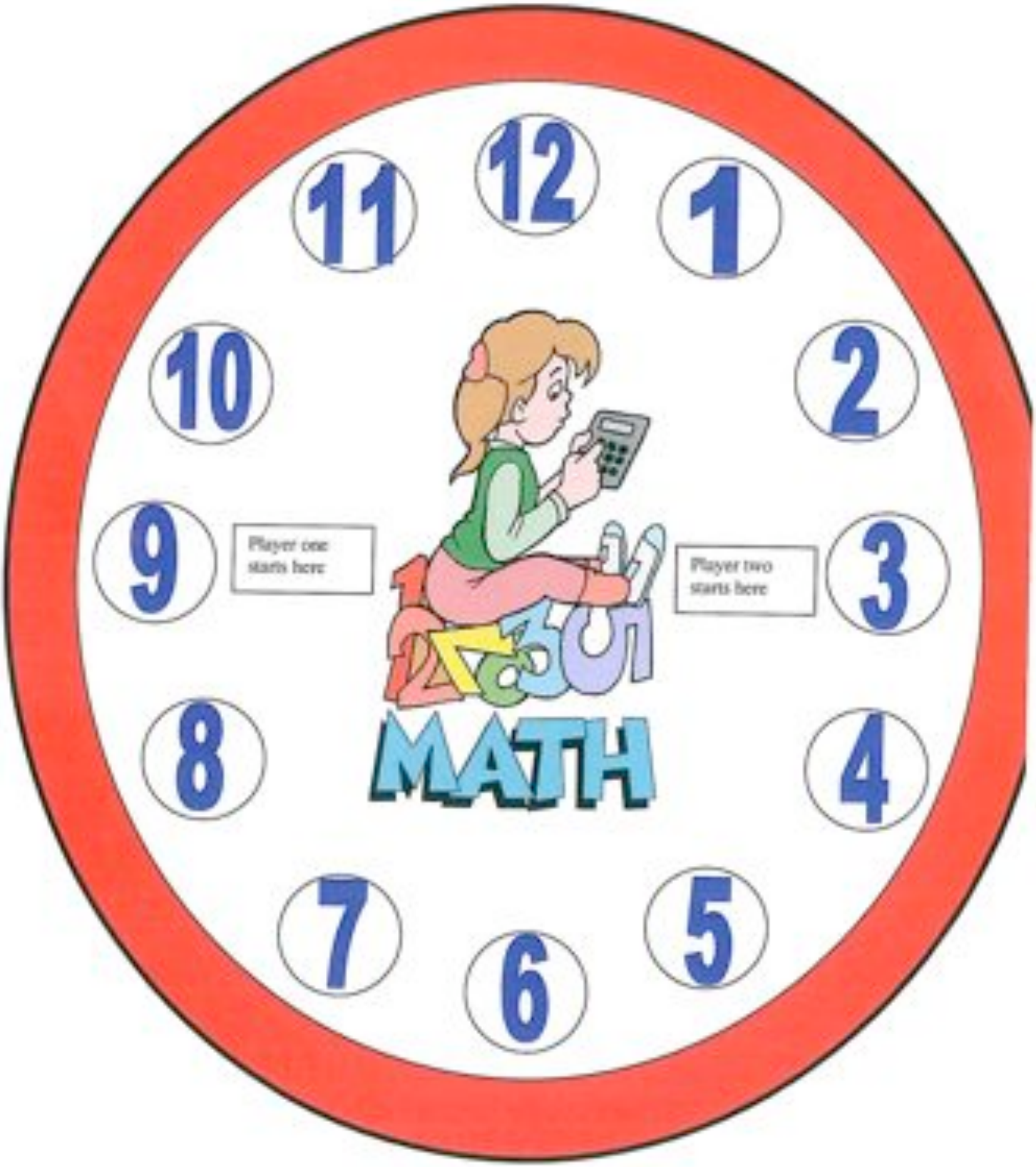
How to play:

- 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 Maths


12
1
2
3
4
5
6
7
8
9
10
11
Player one starts here
Player two starts here
MATH