

# *Maths games & resources* 😊

<https://home.oxfordowl.co.uk/kids-activities/fun-maths-games-and-activities/>

(some great online maths games & activities; click 9-11 age group)

## ***Card maths game 1: The Biggest Number***

Place value is a crucial skill for children to grasp during primary school, and this simple card game will help them to do that in visual and fun way.

### **What you need to play:**

- One place value grid (drawn onto a piece of paper)
- A deck of playing cards

### **How to play:**

*Step 1:* Each player draws a place value grid, with an agreed number of places. E.g. Thousands, hundreds, tens and units (you can play with decimal numbers too).

*Step 2:* Using a deck of cards 2-10, Ace and picture cards, with 2-10 being worth their digit, Aces being worth 1 and picture cards being worth 0.

*Step 3:* Players take turns to draw a card from the pile, and each player chooses which column to record the number in. The winner is the person to have the biggest number recorded at the end of the game.

## ***Card maths game 2: First To 100***

This simple game is perfect for car journeys or the 10 minutes before dinner, and it will get your children practising their maths skills in a fun and exciting way!

### **What you need to play:**

- A deck of playing cards
- A sheet of paper

### **How to play:**

*Step 1:* Shuffle a pack of cards and place face down. Each player takes one card and turns it over in front of them.

*Step 2:* Record the number on the card (Ace is worth 1 and picture cards are worth 10).

*Step 3:* Each player then takes a second card and multiplies the number to the first number, recording it on the paper.

*Step 4:* Keep taking cards until the first person reaches 1000. They are the winner.

## ***Card maths game 3: Wild Jack***

This is a fast paced maths card game for two or more players, where all eyes will be on the Jacks in the pack...

### **What you need to play:**

- A deck of cards

### **How to play:**

*Step 1:* Other than the Jacks, remove all of the picture cards from a deck. Jacks are 'wild cards' and can be used at any time to represent any number from 1 – 10.

*Step 2:* The aim of the game is to reach the target number. To make the target number, shuffle the pack and turn over the top two cards. If either are a 10 or joker, put them to the bottom. The 2 cards turned over make the target number. For example, if you turn over the 5 of hearts then the 2 of diamonds, your target number is 52.

*Step 3:* Each player is dealt 5 cards, which are set out face up. Players then can add, subtract, multiply and divide to try to reach the target number. If the target number is reached using all 5 cards, 10 points is scored, if it is made using less than 5 cards, 8 points is scored.

## ***Pen and paper maths game 1: Multiplication 4 In A Row***

### **What you need to play:**

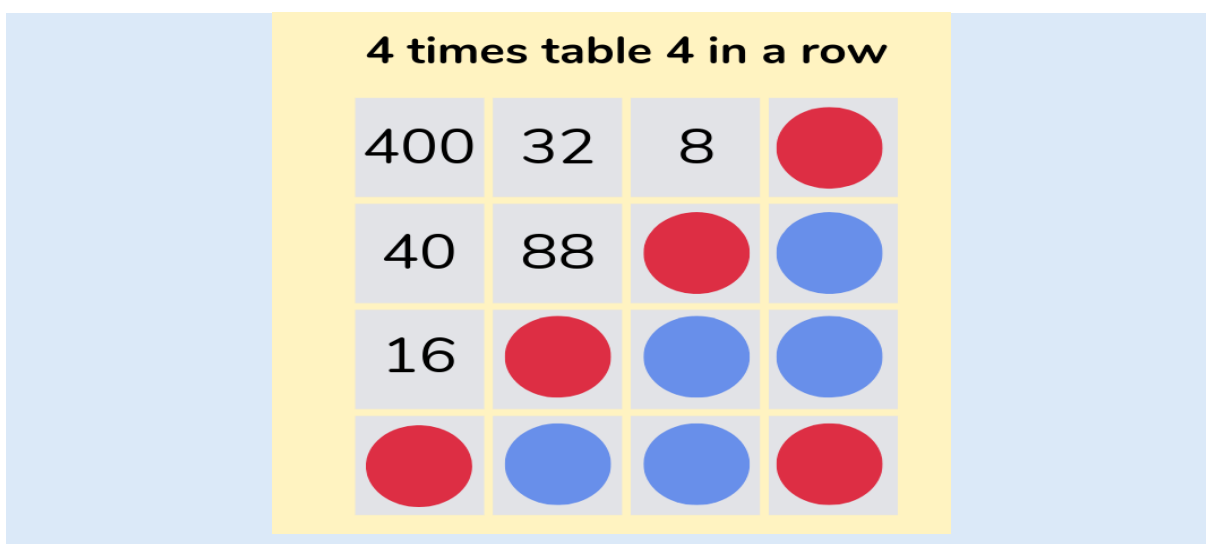
- Sheets of paper
- Counters or coins

### **How to play:**

*Step 1:* Each player needs a set of coloured counters or different coins (2ps vs 10ps as an example).

*Step 2:* Make a grid containing the answers to the times tables being worked on (you can choose which times table you want your child to tackle) and a set of cards with the multiplication questions.

*Step 3:* Each player takes it in turns to pick a card, work out the answer and cover the answer with their counter. The first player to cover four in a row is the winner.



## Pen and paper maths game 2: Dots And Boxes

This maths game is a classic, and the chances are high that some parents out there would have played this themselves when they were at school.

Please note, this game can be played by drawing dots on a page, but it is easier to download square dot paper and print it out.

### What you need to play:

- A sheet of dotted paper
- A pen or pencil

### How to play:

*Step 1:* The first player draws a line to join one of the dots to another of the dots, the next player then does the same.

*Step 2:* This continues until one player manages to join the lines to make a box. They write their initial in the box and get to take another go. Once they are no longer able to complete a full box, it goes back to the other player.

*Step 3:* The winner is the person who has their initial in the most boxes at the end of the game.

## ***Road trip maths game 1: Guess My Number***

This game can be easily adapted for any age.

Think of a number for the children to guess. Players have to ask questions that have a yes or no answer in order to identify the number.

A more challenging version of the game would be to give players a range of clues. E.g. If the number was 50, they could give the clues 'It's an even number', 'it's divisible by 2, 5, 10 and 25', 'it's equal to two quarters'.

## ***Road trip maths game 2: Guess My Rule***

An alternative to guessing the number, in this game players have to try and guess the rule.

Players give a number whilst the person leading the game applies a mystery rule and tells the players what the new number is.

For example: If the rule is multiply by 10, one player would give the number, e.g. 37 and they would be given the answer once the rule has been applied, so in this instance they would be given the answer of 370.