

Maths Week Seven.

Games week!

This is the last week of term. We have selected some fun maths games that you can play with a member of your family this week and even through the holidays if you would like. Remember maths learning is all around us in our everyday lives. It is all about understanding numbers and enjoying yourself.

We have added links to our favourite maths websites and counting videos for you to keep practising through the holidays – when you have a chance.

Have fun and see you in Year Two!

Games	<p>So many games and helpful videos (including alien addition!) on our very own Saxon Maths Website: https://saxonmaths.weebly.com/ks1.html</p> <p>Top marks has games in all different maths topics. https://www.topmarks.co.uk/Search.aspx?Subject=16</p>
BBBC BITESIZE Maths videos.	<p>Fun movement for rainy days whilst building mathematical language!</p> <p>https://www.bbc.co.uk/teach/super movers/ks1-maths-collection/z6v4scw</p> <p>You can also find the link on the Saxon Maths website https://saxonmaths.weebly.com/ks1.html</p> <p>Hint: Division with Mighty Red is a great video!</p>
Counting videos	<p>There are counting videos on the Saxon Maths website https://saxonmaths.weebly.com/ks1.html (scroll to the bottom of this page)</p> <p>Count to 100: https://www.youtube.com/watch?v=e0dJWfQHF8Y</p> <p>Count in 2s: https://www.youtube.com/watch?v=OCxvNtrcDIs</p> <p>Count in 5s: https://www.youtube.com/watch?v=EemjeA2Djjw</p> <p>Count in 10s: https://www.youtube.com/watch?v=Rd5DBkP9avw</p>

HIDING IN A HUNDRED

There are all sorts of images hiding in the number square. Follow the instructions (carefully!) and see what you can find. Take turns to find each of the numbers one at a time and colour them in.

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
101	102	103							

Sheet A

Find and colour the numbers
from this list

12, 22, 32, 42, 52, 62, 72

43

14, 24, 34, 44, 54, 64,

74 16, 17, 18

27, 37, 47, 57, 67

76, 77, 78



HIDING IN A HUNDRED Getting Talking ...

This game practises recognising numbers 1 to 100.

*How can you find
the number?*

*Can you
guess
which
number
comes
next?*

*Are there any
tricky numbers?
Why are they
tricky?*

*Which numbers
are easy to find?*

*Can you guess
what the
image is yet?*

*Can you find
the number
in a different
way?*

TRACK YOUR ORDER

Put your numbers in a row. Are they all in order, though?

You will need:

- Two 1-6 dice or one die and a 1-6 spinner
- Track 1 and Track 2
- Mini sticky notes
- Pen or pencil each
- Getting Talking sheet



How to play

Take one track each.

One player rolls both dice (or one die and the spinner) and uses the numbers to make a two-digit number.

For example, if you roll a 3 and a 4 then you can decide whether to make 34 or 43.

Write the number on a mini sticky note and place it in an empty space on your track.

Your numbers must be in order from smallest to largest, so think carefully where to put them. If you cannot place your number in the right order, then you will miss a turn.

Take turns.

The winner is the first player to fill their track with six numbers in the right order.

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TRACK YOUR ORDER Getting Talking ...

This game practises ordering numbers 1 to 100.

What happens if we throw two 4s?

What number will you make if you put the digits the other way round?

How can you check that your numbers are in order?

What is the smallest number we can make?

Which number shall we use for the tens / ones digit?

What is the largest number we can make?

Where should this number go on my track?

Can you find a different way?

TRACK YOUR ORDER

Who can fill in their number track first?

Track 1



10

--	--	--	--	--	--

67

TRACK YOUR ORDER

Who can fill in their number track first?

Track 2



--	--	--	--	--	--

10

67

HOT SPOT

The spot you've landed on is hot. Will it help or will it not?

You will need:

- A 1 – 6 die
- HOT SPOT spinner (with a paper clip and pencil)
- HOT SPOT track
- A coloured counter for each player
- Getting Talking sheet



How to play

Each player chooses a coloured counter and places it on START.

One player rolls the die and moves their counter the rolled number of spaces along the track.

If you land on a HOT SPOT (3, 6, 9, 12, 15, 18, 21, 24, 27 or 30), you get an extra HOT SPOT spin. Spin the spinner and move your counter the number of spaces shown, forwards or backwards.

For example, if you spin + 2 then move your counter two spaces forward. If you spin – 1, then move your counter 1 space backwards.

Take turns.

The winner is the first player to reach the END!

HOT SPOT Getting Talking ...

This game practises adding and subtracting the numbers 1 to 30.

If I move five spaces forward, what number will I land on? Are you sure?

What is two more than ... ?

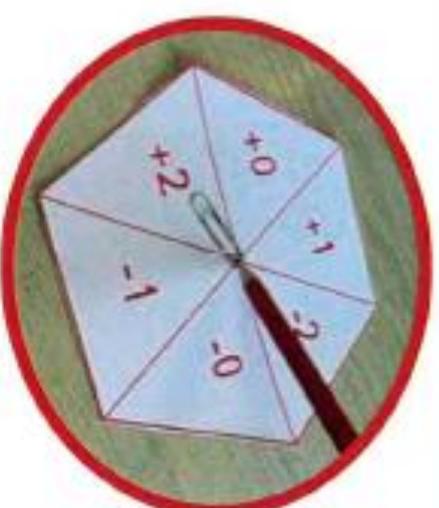
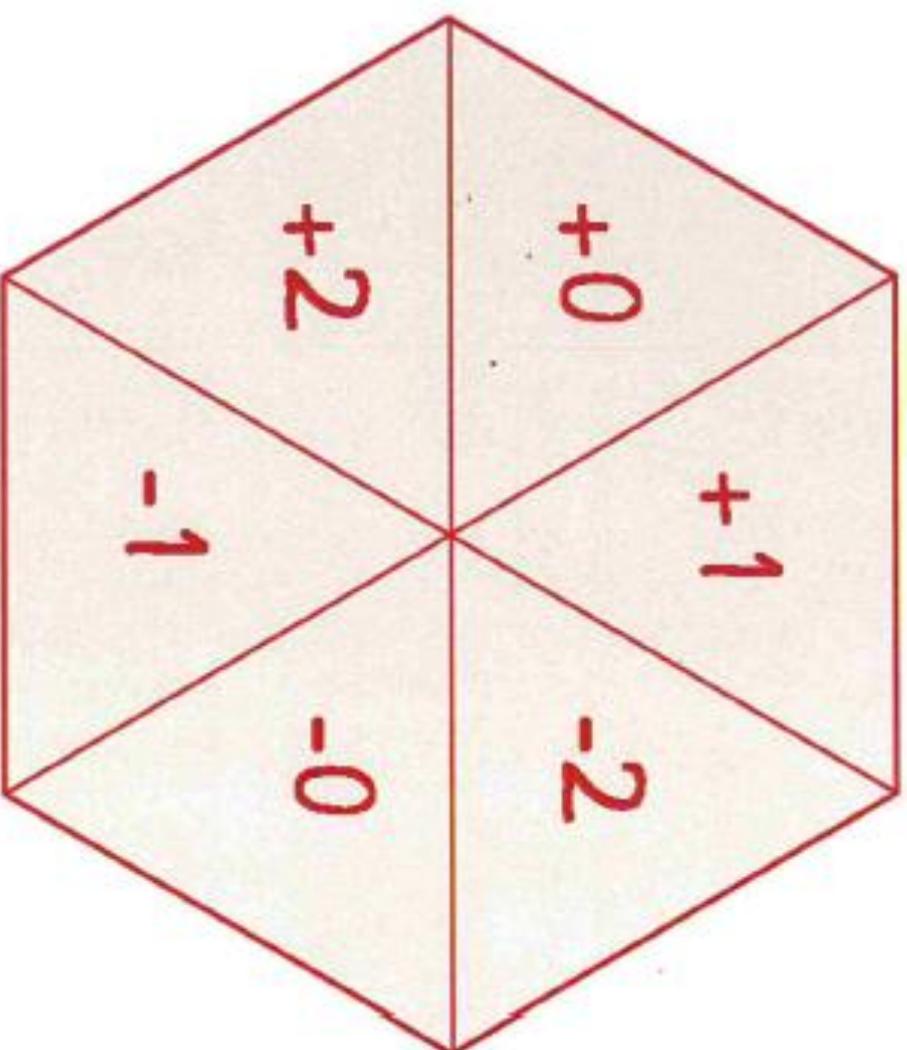
What number must I spin to land on a HOT SPOT?

What is one more than ... ?

If I spin – 2, what number will I have to move to? How do you know?

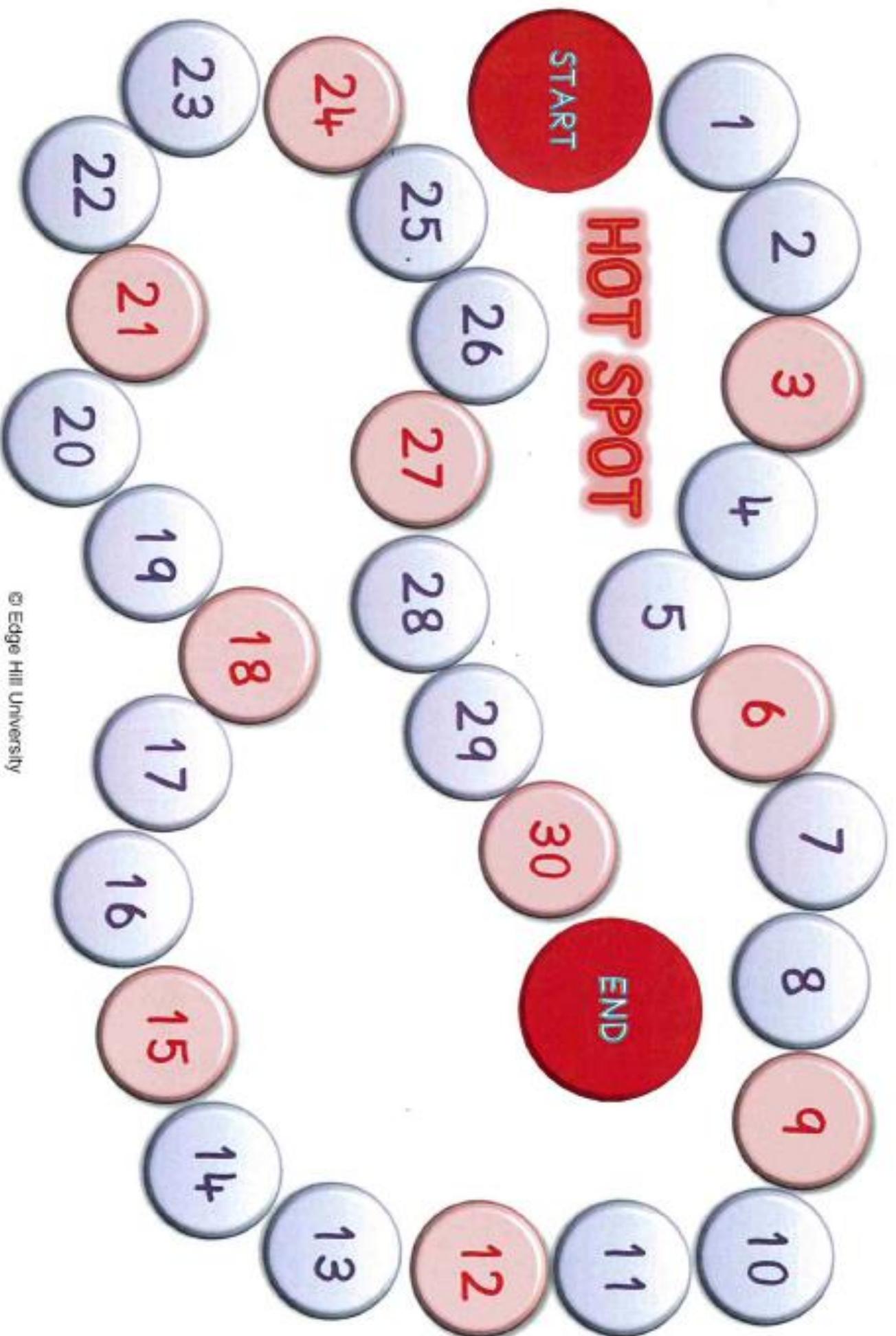
What happens when I add or subtract zero?

HOT SPOT SPINNER



To make a number spinner

- Cut out the spinner from the template
- Place a paper clip in the centre of the spinner
- Place the pencil point in the centre of the spinner and push the end of the paper clip so it rests behind the pencil point
- Spin the paper clip round and see where it points!



KEEP OR DOUBLE

Will you KEEP or will you DOUBLE? Three in a row will win - no trouble!

You will need:

- A 1-6 die
- Keep or Double board
- Counters in two colours
- Getting Talking sheet



How to play

Each player takes a set of coloured counters

One player rolls the die. You can choose to KEEP the number rolled or to DOUBLE it (times it by 2), and then cover that number on the board.

For example, if you roll a 2:

- *you can KEEP it and cover a 2 on the board*
- *or you can DOUBLE it and cover a 4 on the board.*

Take turns.

The winner is the first player to cover three numbers beside each other in the same row or the same column.

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KEEP OR DOUBLE Getting Talking ...

This game practises multiplying by 2, using the numbers 1 to 6

What number have you thrown?

What must we throw to cover a 12?

*Are there different ways to cover some numbers?
(clue - think about the 4!)*

Do you have to double to cover some of the numbers?

What doubles do you know?

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KEEP OR DOUBLE

The winner is the player who gets three counters together in any row or any column.

2	10	6	8	4	12
8	12	10	4	2	3
6	1	8	10	12	4
12	4	10	2	8	10
5	8	4	3	10	2
4	6	1	8	12	5



