

Landsc^ore

Landscore Primary School

Number Games

to play at home



Counting

Make some cards with various ways of speaking on (e.g. quietly, loudly, sing, like a baby, etc etc). Take turns to turn a card over and count using that style voice.

Choose some actions to do as you count, change the action each time the number of tens changes!



Try using a puppet and asking your child to help teach them to count. Can the children spot any mistakes the puppet makes?

Board Games are great for practising counting on.

Use a mixture of pasta types, sort them out by type and encourage the children to count them carefully by moving each piece as it's counted. Can they count them in twos?

Don't forget to count backwards as well as forwards!

Games



The treasure game helps children understand the value of tens and ones (or units).

Start with a pile of ordinary counters (or pasta/1ps) and a pile of treasure

(could be some shiny counters, 10ps, a square of chocolate!)

Players take turns to roll the dice and collect that many counters. Once a player has 10 counters they can swap for a piece of treasure. After a set number of turns see who has the most by counting the treasure and the counters (remember each piece of treasure is worth 10).

PLEASE CAN I HAVE?

In this game you are learning about number bonds to 10.

2 players each start with 5 counters.

One player rolls the die and asks the other player for that many counters (if they roll 6 on the first go they can't go). If the player has enough they have to hand over the counters. Now record as a number sentence (e.g. you have 7 and I have 3 so $7+3=10$)

Dominoes is a great game to teach number recognition.

Why not vary it by sorting the dominoes into groups of what their total is?



Four in a row

Draw a grid (however big you like but at least 5x5) and in each square write a multiple of 10. Take turns to roll the dice (a 1-9 is preferable here but if not write the digits 1-9 on pieces of paper and put inside a bag/hat to draw out). Count that many tens—you could bundle up drinking straws into 10s to make this more visual—and colour in the multiple on the grid. The first person to get four in a row is the winner.

You could vary this game by writing multiples of a times table in the squares and each time a number is rolled/selected, times it by the chosen tables number.

Jelly Bean Game

In each section of a dozen egg carton write the numbers 2-12, in the last section draw a star. Take turns to roll 2 dice and add the numbers together. You can put a jelly bean in the section showing the total. If that section has already been taken by another player then you have to miss a turn (unless the starred section is still free as this can be any number).

You can extend this game by using lollipop sticks with higher numbers on and selecting them at random out of a jar. You will of course need to make sure you have put different numbers in the carton!



Another game to play with dominoes is to have all the dominoes face down on the table. Each player turns one domino over at the same time. Add together the number on the domino. Who ever has the biggest number keeps all the dominoes from that round.



Function Machine

Use an old box without a lid. Have the open side facing the person operating the function machine and make a label for the front so it is clear what the function of the machine is (e.g. the doubling machine). Make a slit on either side of the box., label one side 'IN' and the other 'out'. One person posts a number through the 'in' side. The person operating the machine performs the task and posts the answer out the 'out' side.

Write down a number, keep it a secret, ask the other person to guess your number by asking yes/no questions. E.g. is your number odd? Is it bigger than 10?

Play shops where the children have to give change to £1, then £2, £5 or £10.

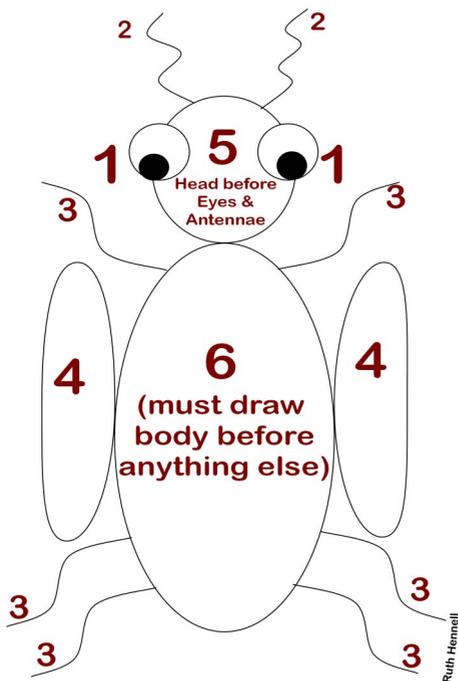


Beetle Drive

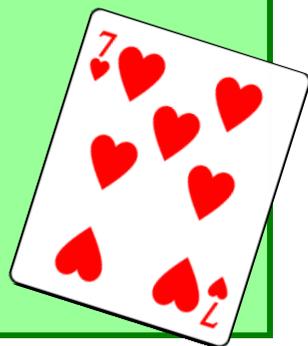
Throw a dice and draw a beetle!

You must draw the body first and the head must be drawn before the eyes or antenna.

6 is for the body (1)
5 is for the head (1)
4 is for the wings (2)
3 is for a leg (6)
2 is for an antenna (2)
1 is for an eye (2)



Using a pack of playing cards (take out the picture cards). Turn two over and ask your child to add them together. If they get it correct they may keep the cards. How many cards can they collect in two minutes?



More Dice Games (addition)

You will need 2 dice and one score sheet. Tally to so many rolls or to a preset score such as 50 or 100 points.

Vary it by adding the sums of the dice together, and the greatest or least score wins!

Odd/Even game

Randomly select a number. If it is odd you get a point, if it is even your child gets a point. After a set number of turns, who has the most points?

Collecting numbers

Write down all the numbers you see outside of school, e.g. when you are walking home or around town. Can you put them in order? Do you know what they say?

Dot to dots

You can even make your own where the children have to work out the addition/subtraction etc first

Remember

Be positive about maths.

Make maths fun.

Give lots of praise and encouragement.

Talk to your child and ask them to explain their thinking.

Numbers are all around us all the time. Notice them and talk about them.