

24th January 2024

Welcome to the Key Stage 1 Maths Games Session

In your pack, please check you have:

- a dice
- some counters
- a 1-9 digits board
- a 5x table board
- a tens and ones board
- some straws
- some elastic bands



Digit board

1	3	2	5	3	8	5	6	3	2
4	6	4	7	2	1	2	4	5	4
2	5	8	3	4	5	6	1	8	2
7	4	6	1	6	2	7	4	7	8
6	3	2	7	3	5	6	1	5	1
1	7	4	6	1	7	4	3	2	4
8	5	3	5	8	3	5	7	1	6
4	2	1	3	6	4	2	6	4	3
7	3	8	5	4	3	7	5	2	5
5	4	6	2	1	2	1	4	6	7

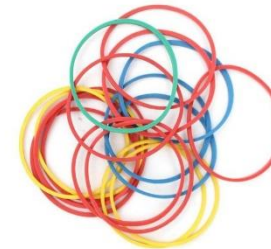
On your table, please check you have:

- some playing cards
- some coins and a cup



10	40	10	5	40	20	35	45	15
5	45	20	35	20	40	50	10	30
20	15	30	45	10	5	30	20	5
30	10	5	15	50	25	10	25	35
15	35	15	25	30	50	20	15	45
50	25	50	20	15	10	45	35	20
30	45	5	40	50	40	10	5	45
5	15	20	35	20	25	50	35	15

table



Tens	Ones

Play Maths Games!



The easiest way to help at home is by playing **maths games**.

Maths games are good because they:

- 1) help children develop **fluency** through practice.
- 2) help develop **reasoning** through maths conversations;
- 3) give opportunities for children to apply fluency to **solve problems**;
- 4) do not put pressure on children to be right;
- 5) can be fun and engaging;
- 6) they help to build strong relationships within the family unit.

Reception Games

Numbered Bottles



- Line them up in order.
- Mix up the order and knock them down from 1 to 9 or from 9 to 1.
- Hide one of the bottles – what is the missing number?

Coin drop



- Drop 1p coins into a piggy bank or a tin.
- How many coins are in the tin?
- How many more do I need to make 5? Or 10?

Find Five

- Show children objects that you have chosen to hide and explain that there are five of each of these hidden around the house (inside and outside)
- Invite children to go on a hunt to find the hidden objects. Suggest that as soon as they find an object, they bring it back and place it on the table or floor.
- Ask questions like :
 - How many more are there?
 - How many have you got altogether?
 - How are they different?

Reception Games

Ten interesting things



- Show your child a group of interesting objects.
- Roll a dice and pick that number of objects and place them on their plate.
- Can they make 10 things?
- Ask how many more they need?

Toys in bed



- Line up ten toys.
- Explain that they are in bed.
- Cover some of them with a blanket.
- How many toys can you see?
- How many are under the blanket?

What can I buy?



- Labels some toys with prices.
- Which costs the most?
- Which costs the least?
- Which toys can I buy?
- How much more do I need?

Make 10 Strategy



Split it – Year 1

You will need:

- a 0-9 dice
- digit board
- Some counters



Digit board

1	3	2	5	3	8	5	6	3	2
4	6	4	7	2	1	2	4	5	4
2	5	8	3	4	5	6	1	8	2
7	4	6	1	6	2	7	4	7	8
6	3	2	7	3	5	6	1	5	1
1	7	4	6	1	7	4	3	2	4
8	5	3	5	8	3	5	7	1	6
4	2	1	3	6	4	2	6	4	3
7	3	8	5	4	3	7	5	2	5
5	4	6	2	1	2	1	4	6	7

- Players take turns to throw the dice to generate a single digit number.
- They split that number in to two parts and plot those on the single digit board. e.g. 7 could be split in to 3 and 4 or 5 and 2.
- The winner is the first player to cover 4 numbers in a row or work together to make a row of 4.

Make 10 – Year 1

You will need:

- **digits board**
- **counters**
- **0-9 dice**



Digit board

1	3	2	5	3	8	5	6	3	2
4	6	4	7	2	1	2	4	5	4
2	5	8	3	4	5	6	1	8	2
7	4	6	1	6	2	7	4	7	8
6	3	2	7	3	5	6	1	5	1
1	7	4	6	1	7	4	3	2	4
8	5	3	5	8	3	5	7	1	6
4	2	1	3	6	4	2	6	4	3
7	3	8	5	4	3	7	5	2	5
5	4	6	2	1	2	1	4	6	7

- Take turn to roll the dice to make a one-digit number.
- Work out what you need to add to that number to make ten.
- Plot that number on the board. e.g. If you roll a 6, then cover a 4 on your board.
- The winner is the first person to make a line of four.

Bundle – Year 1 – Understanding how to partition two digit numbers.

You will need:

- **Straws**
- **Elastic bands**
- **0-9 dice**



- Players take it in turns to throw the 0-9 dice and collect that number of straws.
- They have 5 goes each.
- Every time they collect 10 straws, they wrap an elastic band around the bundle.
- The winner is the player with the most amount of straws.

Greatest Wins – Year 1-2

You will need:

- a 0-9 dice
- a 3 squared grid



- Players each draw a grid of 3 squares.
- Each player takes it in turns rolls a 0-9 dice. They place the digit in one of the squares.
- The player with the greatest number wins.

Make 11 / 15 – Year 2

You will need:

- a pack of cards
- pencil and paper



- Take the picture cards out of a deck of cards.
- Share the cards out fairly.
- Each player takes it in turns to deal one card at a time in to the middle of the table.
- The idea of the game is to add two or more cards together to make 11 or 15. The players do not need to use all the cards.
- The players write their calculation down as soon as they have it.
- The winner collects all of the cards on the table.

Multiplication Split – Year 2

10	40	10	5	40	20	35	45	15	35
5	45	20	35	20	40	50	10	30	40
20	15	30	45	10	5	30	20	5	10
30	10	5	15	50	25	10	25	35	40
15	35	15	25	30	50	20	15	45	15
50	25	50	20	15	10	45	35	20	10
30	45	5	40	50	40	10	5	45	25
5	15	20	35	20	25	50	35	15	30

5x table



- Players roll an dice and split it in to two numbers. e.g. 7 could be split in to 4 and 3.
- They multiply the two numbers by 5 and plot both numbers on the board. e.g. $4 \times 5 = 20$ and $3 \times 5 = 15$.
- They plot these numbers on the x5 board.