

Friday 23rd January 2026

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



100

100 board

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

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



Games in the Early Years

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?

Games in the Early Years

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

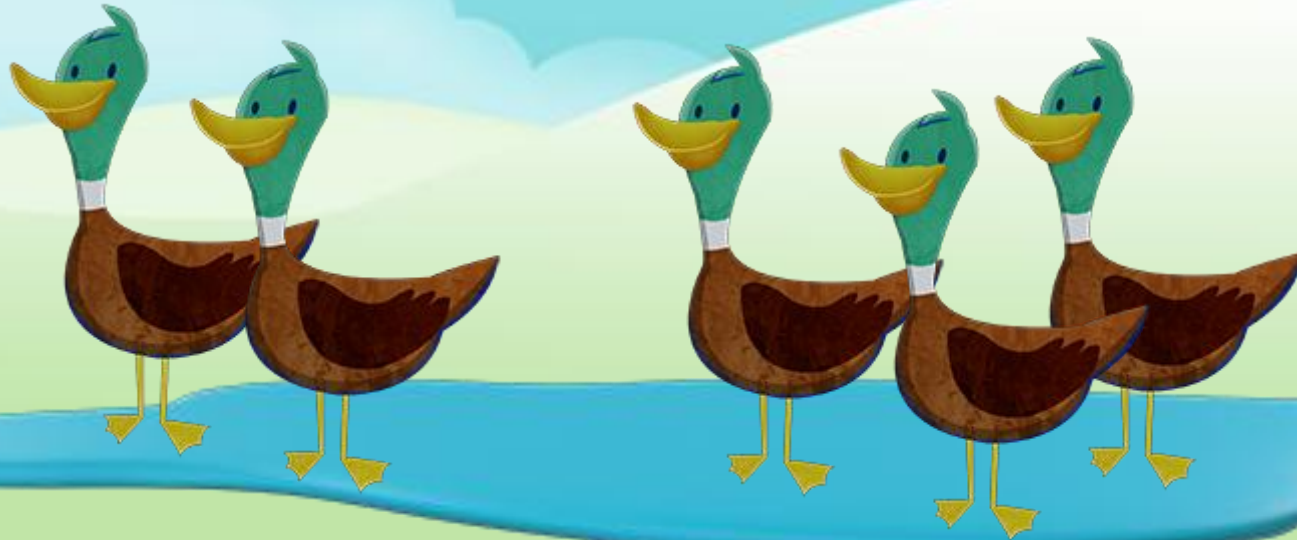


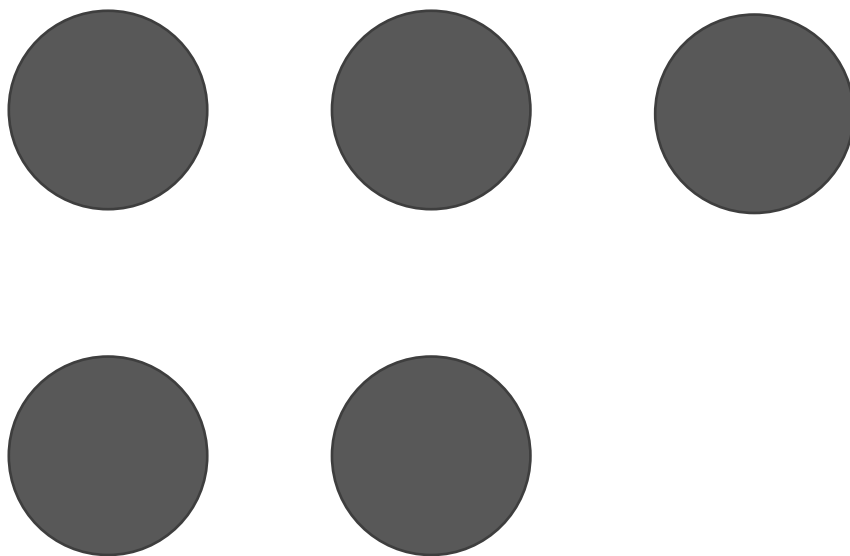
- Drop 1p coins into a piggy bank or a tin.
- How many coins are in the tin?
- How many more do I need to make 5? Or 10?

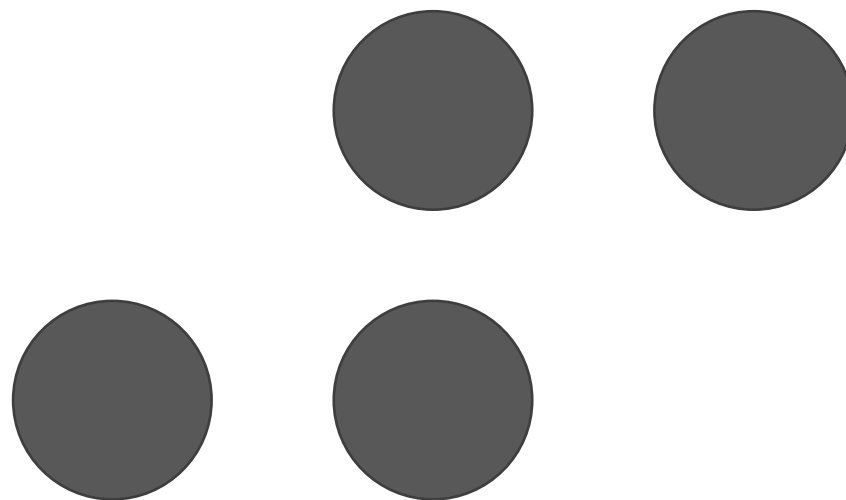
Find Five

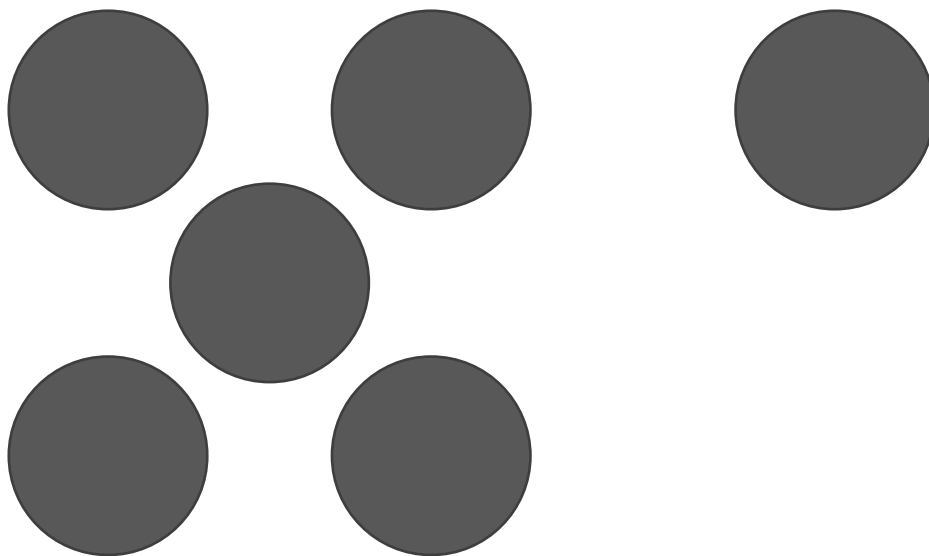
- Show children objects that you have chosen to hide and explain that there are five of each of these hidden around the house (inside and outside)
- Invite children to go on a hunt to find the hidden objects. Suggest that as soon as they find an object, they bring it back and place it on the table or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

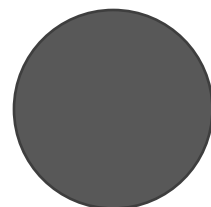
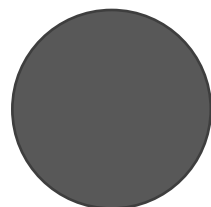
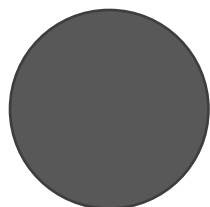
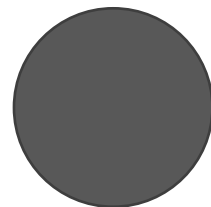
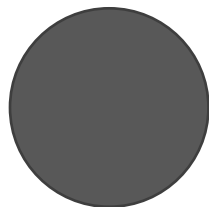
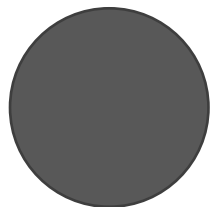
Let's subitise!



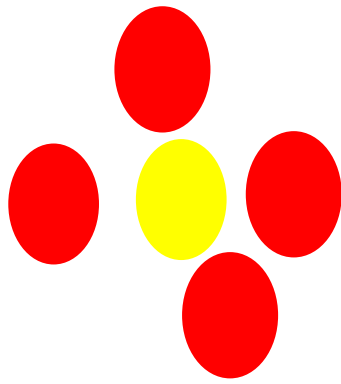








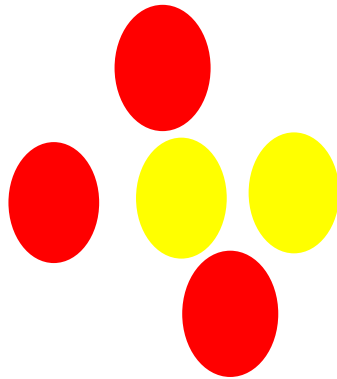
Counter Throwing Games



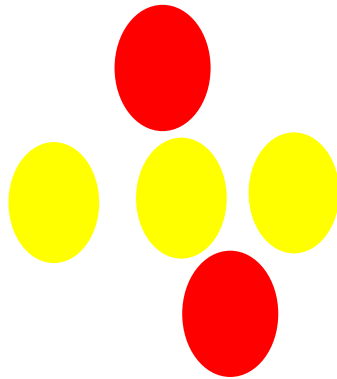
- 1) Throw a number of counters on the table, as quick as you can call out the number of reds.
- 2) Throw a number of counter on the table. Call out the number of yellow and reds.

Keep the number of counters the same so children learn the different ways they can split it.

Counter Throwing Games



Counter Throwing Games



Make 10 Strategy

Split it – Year 1

You will need:

- a 0-9 dice
- digit board



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.

Make 10 – Year 1

You will need:

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



- 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

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.

Remainder Keep – Year 2

You will need:

- **a set of cubes or small objects.**



- Players grab a handful of cubes and count them up.
- They choose to divide this number by 3, 4 or 5.
- They group the cubes by the divisor they have chosen.
- They work out the remainder and keep this as their score.
- The winner is the player with the highest score after 3 goes.

Single Difference – Year 2

You will need:

- a 0-9 dice
- a digit grid



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 it in turns to throw the dice to make two different single digit numbers. If they throw a zero, they throw again.
- They find the difference between the numbers and cover the answer with a counter.
- The winner is the first player to plot four counters in a row.

Fraction Cubes – Year 3

- Players work together to count out piles of cubes.
 - **1 pile of 8 cubes**
 - **2 piles of 16 cubes**
 - **1 pile of 12 cubes**
- Players take it in turns to roll a 1-6 dice and find the corresponding fraction of one of the piles.
- **1 or 2 – represents $\frac{1}{2}$**
 - **3 or 4 – represents $\frac{3}{4}$**
 - **5 or 6 – represents $\frac{1}{4}$**
- The winner is the player with the most cubes at the end of the game.

