

23rd January 2026

Welcome to the Key Stage 2 Maths Games Session



On your table, please check you have:

- a 0-9 die
- some counters
- a 100 square
- a 4x, 6x table board
- some 3 by 4 grids
- a multiplication grid
- an X-Factor board



1 – 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

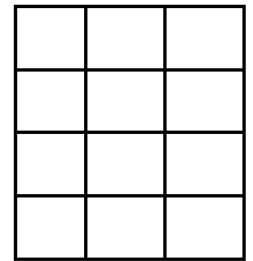
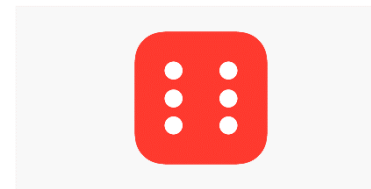
36	6	18	48	36	36	36	54	24	36
18	48	36	60	6	36	60	24	6	36
60	36	12	30	24	42	24	30	48	6
54	30	54	6	12	60	48	30	30	30
42	60	42	30	30	30	18	42	18	60
30	12	48	42	48	24	6	48	30	48
54	42	30	24	60	6	30	6	60	42
6	24	54	30	30	54	30	12	30	24
30	42	60	18	12	30	48	30	42	6

Multiplication Connect 4

6 times table

On your table please check you have:

- some playing cards
- 1-6 dice
- bead String



Finish	42	54	36	16	27	90	25	48	36
63	18	72	16	40	30	27	63	30	35
45	63	50	30	49	18	84	24	96	63
108	32	64	144	18	44	20	40	24	80
40	36	21	10	18	77	35	16	28	45
70	42	12	55	16	48	21	48	32	42
32	15	28	24	54	20	24	35	56	96
START	64	16	72	48	56	24	72	42	90

STARTER - Remember you can't give your partner a score of two or less.

Lead an number - split that in to two factors and give your partner the correct one. You keep the largest. Use a **STARTER** square if you need.

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.

Make 100

You will need:

- **1-99 board**
- **counters**
- **0-9 dice**



1 - 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

- Take turn to roll the dice to make a two-digit number.
- Work out what you need to add to that number to make 100
- Plot that number on the board. e.g. If you roll a 16, then cover a 84 on your board.
- The winner is the first person to make a line of four.

Make 21!

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 21. 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.

Shading Fractions

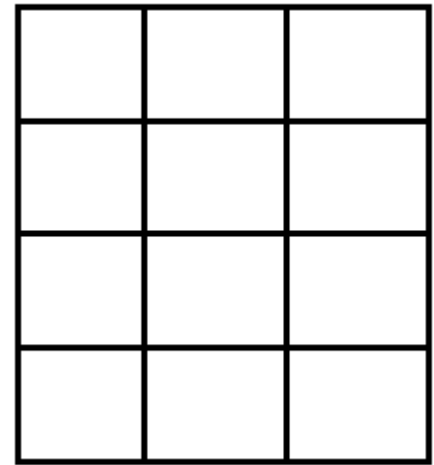
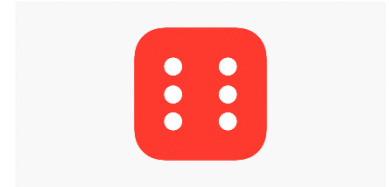
- Players each draw a 3x4 grid. They should have one grid each.
- They take it in turns to roll a 1-6 dice. Depending on the number they roll, they shade in a fraction of the rectangle that is unshaded.

- 1 – shade $\frac{1}{3}$
- 2 – shade $\frac{1}{2}$
- 3 – shade $\frac{1}{3}$
- 4 – shade $\frac{1}{4}$
- 5 – miss a go
- 6 – shade $\frac{1}{6}$

- Players can only shade in whole squares.
- A player wins when they have just one square left.

You will need:

- 3 x4 grid
- a 0-6 dice
- pencil



Multiplication Split

14	63	14	7	63	28	35	42	14	35
7	42	28	35	28	63	70	14	49	63
28	14	49	42	14	7	49	28	7	14
49	14	7	14	70	27	14	27	35	63
14	35	14	27	49	70	28	14	42	14
70	27	70	28	14	14	42	35	28	14
49	42	7	63	70	63	14	7	42	27
7	14	28	35	28	27	70	35	14	49

[7x table](#)



- Players roll a dice and split it into two numbers. e.g. 8 could be split into 6 and 2.
- They multiply the both numbers by 7 and plot both answers on the board. e.g. $6 \times 7 = 42$ and $2 \times 7 = 14$
- The aim is to get 4 in a row.
- Play collaboratively at first.

Addition and subtraction Line Up

You will need:

- a 0-9 dice
- a 100 square



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

- Players roll a 0-9 dice 4 times to create two 2-digit numbers.
- They choose to add or subtract the numbers using column addition or subtraction.
- Players plot their answer on a hundred square.
- If their answer is more than 100, they miss ago.
- The winner is the first player who get 3 in a row.

Remainder Choice – Year 4 to 6

You will need:

- **0-9 dice**
- **1-99 square**



1 – 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

- Roll a 0-9 dice to move along / up the 1-100 square. When you land on a number, the player can choose to divide it by 7 or 9.
- Your score is the remainder you get after doing this. e.g. If you chose to divide 19 by 7, your score will be 5. If you choose to divide 19 by 9, your score is only 1.
- The winner of the game is the player with the highest score.

The X Factor – Year 5 and 6

You will need:

- a 0-9 dice
- A board of multiples



Finish	42	54	36	16	27	90	25	48	36
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45	63	50	30	49	18	84	24	96	63
108	32	64	144	18	44	20	40	24	80
40	36	21	10	18	77	35	16	28	45
70	42	12	55	16	48	21	48	32	42
32	15	28	24	54	20	24	35	56	96
START	64	16	72	48	56	24	72	42	90

XFACTOR – Remember you can't give your partner a score of two or less.

Land on a number – split that in to two factors and give your partner the smallest one. You keep the largest. Use a **highlighter** square if you need.

- Roll the dice and move your counter across the x-factor board.
- When you land on a number, break it in to 2 factors. e.g. I can break 42 in to 6 and 7.
- The player keeps the greatest factor for themselves and gives the other to their opponent.
- Players may not give their opponents a factor of 2 or less.
- The winner is the player with the greatest score at the end of the game.