

For the last week of maths please find attached different games. Over the summer please keep counting with numbers to 100, counting forwards and backwards in 2's, 5's and 10's.



ADD UP TILES



1	7	9	2	6	8
4	6	5	4	3	1
8	2	3	7	9	2
3	7	6	1	7	4
5	1	4	8	5	9
6	9	3	6	2	8

ADD UP TILES

A game for 2 players

All tiles are placed face down beside the board.

Players take turns to choose a tile and cover two spaces on the board that add to the total on the tile. The tile can be laid vertically or horizontally.

A tile card cannot be placed on top of another tile.

When a player picks up a tile and can't find a place to lay the tile, the other player is the winner.



Add Up Tiles – Cut along the dotted lines.

8

4

10

11

14

5

10

6

14

17

11

9

7

12

9

3

10

10

10

15

6

16

11

7

SUBTRACTION TILES



13	6	9	12	7	9
9	15	8	7	5	13
12	7	9	17	8	6
14	8	11	8	15	4
7	16	9	12	6	11
16	6	13	5	14	7

SUBTRACTION TILES

A game for 2 players

All tiles are placed face down beside the board.

Players take turns to choose a tile and cover two spaces on the board that have a difference of the total on the tile. For example, cover 8 and 6 with a 2 tile. The tile can be laid vertically or horizontally. A tile card cannot be placed on top of another tile. When a player picks up a tile and can't find a place to lay the tile, the other player is the winner.



Subtraction Tiles – Cut along the dotted lines.

6

2

9

4

8

3

1

9

7

7

5

10

5

3

6

9

8

1

2

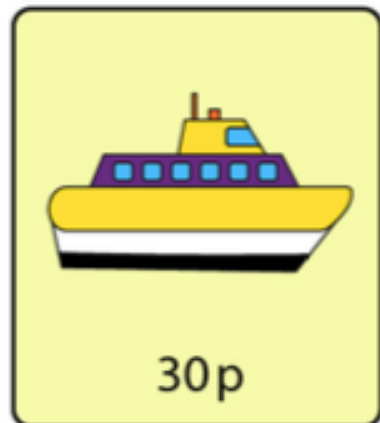
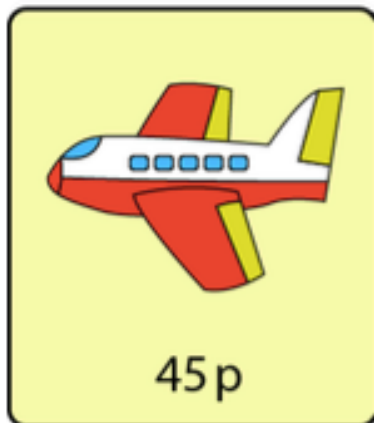
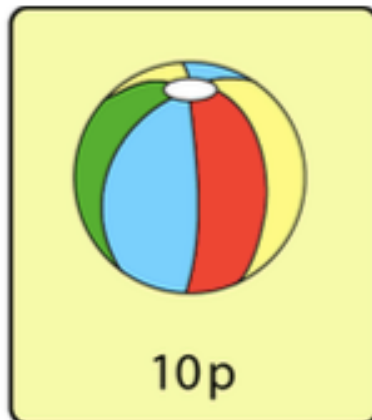
7

6

8

4

10



Can you go shopping and make different amounts using the coins 1p, 2p, 5p and 10p.



Sum Connect 4

7	10	8	6	8	5
6	3	11	5	3	7
9	7	8	7	6	9
7	4	6	5	9	5
10	6	12	8	2	11
4	8	9	4	10	7

Roll two dice.

Add numbers together.

Winner is the first person to get four in a row.

Rocket Race



- ★ Take turns at throwing the dice.
- ★ Throw 3 dice and add the three numbers.
- ★ Colour in the matching number on your rocket.
- ★ If it is already coloured in you miss a turn.
- ★ The first person to completely colour their rocket in is the winner.

15 PEBBLES

A game for 2 players – Each player uses a different colored marker or pencil.

Players take turns to color one, two or three pebbles (the player chooses how many). When each pebble has been colored the winner is the one who colors the odd number.

If you get seven and your opponent eight, you win. If you get six and your opponent gets nine, they win.

Can you work out who should win - the first or second player - and how?



Winner _____



Winner _____



Winner _____



Winner _____



Winner _____



Winner _____

Fifteen

Game 1



Game 2



Game 3



Game 4



Game 5



Game 6



Fifteen

2 players

Players take it in turns to color 2 or 3 hexagons that total 15.

A player could color 2 hexagons, e.g. 7 and 8 or a player could color 3 hexagons, e.g. 4, 5 and 6.

The last player who colors a combination of 2 or 3 numbers that total 15 is the winner.

VARIATIONS – Choose a different total to aim for instead of 15, e.g. try 10, 12 or 17.

Beetle

1: body

2: head

3: eye

4: feeler

5: leg

6: wing



Beetle



Materials:

1 six-faced die
pencil and paper

Organisation:

2 – 6 players

Rules:

- Each number on the die corresponds to a part of the beetle.
 - 1: body
 - 2: head
 - 3: eye (two eyes)
 - 4: feeler (two feelers)
 - 5: leg (six legs)
 - 6: wing (two wings)
- Players take turns to roll the die
- Each player rolls once per round
- After each roll the player draws the appropriate body part to match the number shown on the die. If a player has already drawn that part or parts he/she simply passes the die to the next player.
- You must roll a one for the body before you can draw the legs or wings and two for the head before you can draw eyes or feelers.
- The first player to complete drawing the beetle is the winner.