

Bug Races to 10

This game is for two teams.

Start at the start.

Each team throws the dice and you work out where your counter will be by counting on.

To finish and win the game, the team must end exactly on 10.



Mr Hollands says Bug Races is fun and helps us learn to see numbers on dice, count on and add!

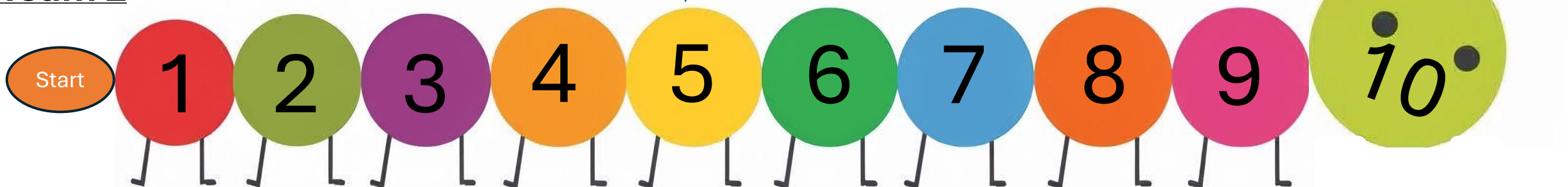
Team 1

Half-way there!



Team 2

Half-way there!



Bug Races to 20

This game is for two teams.

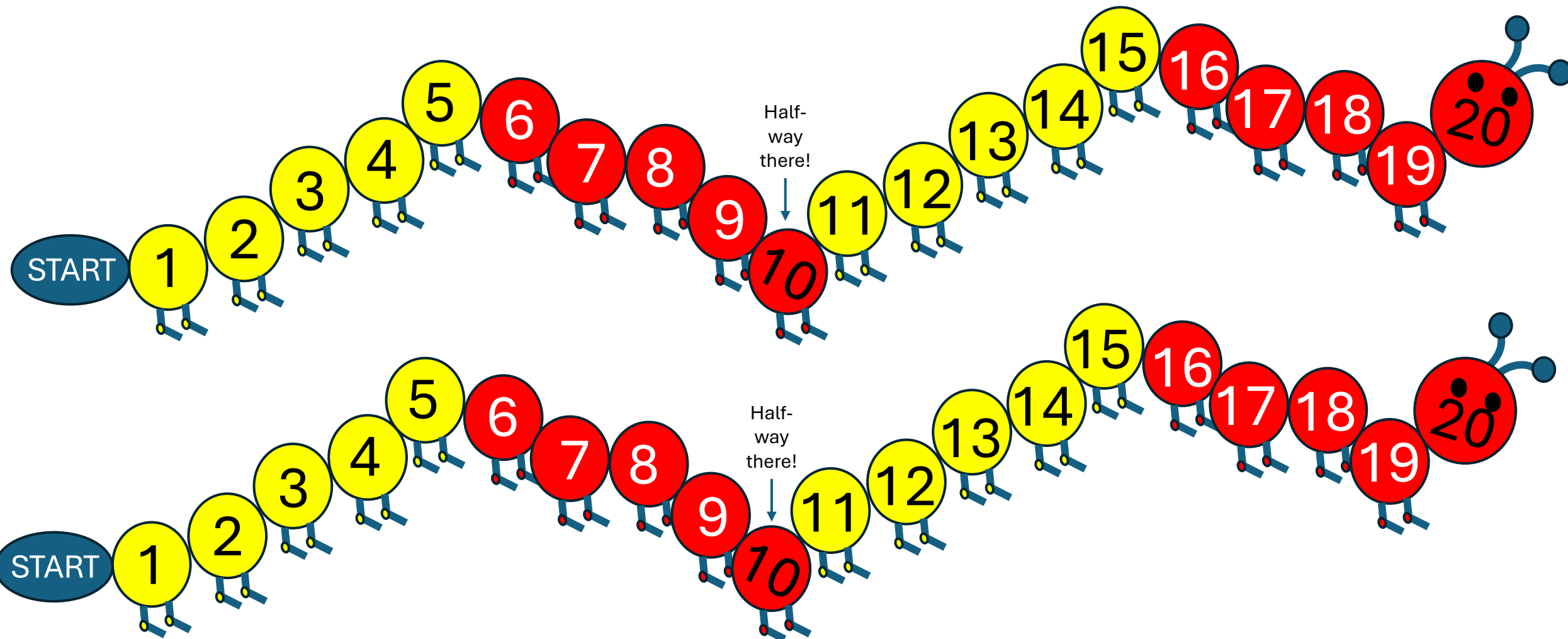
Start at the start.

Each team throws the dice and you work out where your counter will be by counting on.

To finish and win the game, the team must end exactly on the last square.



Mr Hollands says Bug Races will help us recognise numbers on dice, count to 20 and add on!



Backward Bug Races

This game is for two teams.

Start at the start.

Each team throws the dice and you work out where your counter will be by counting on

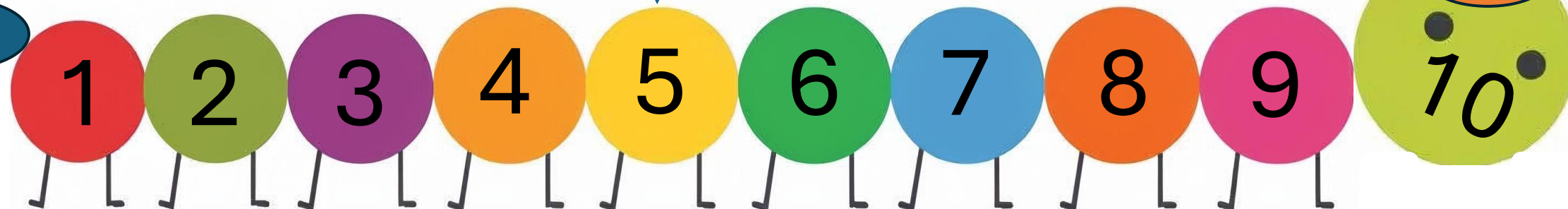
To finish and win the game, the team must end exactly on the FINISH.



Mr Hollands says Backward Bug Races is fun and helps us learn to count back and take away!

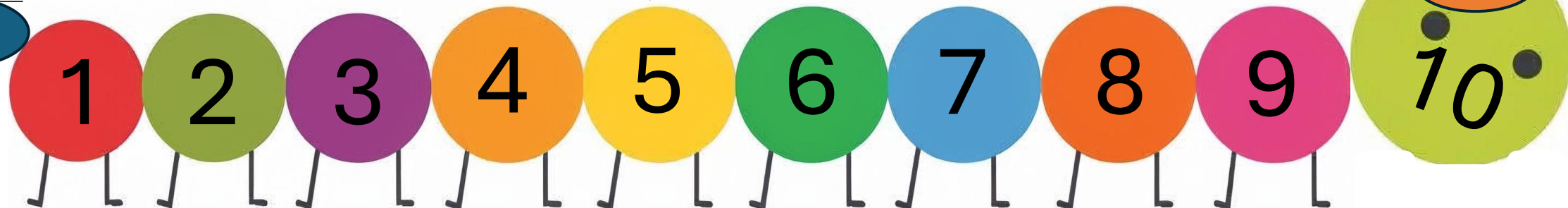
Team 1

FINISH



Team 2

FINISH





Mr Hollands says Bug Races will help us count backwards and subtract!



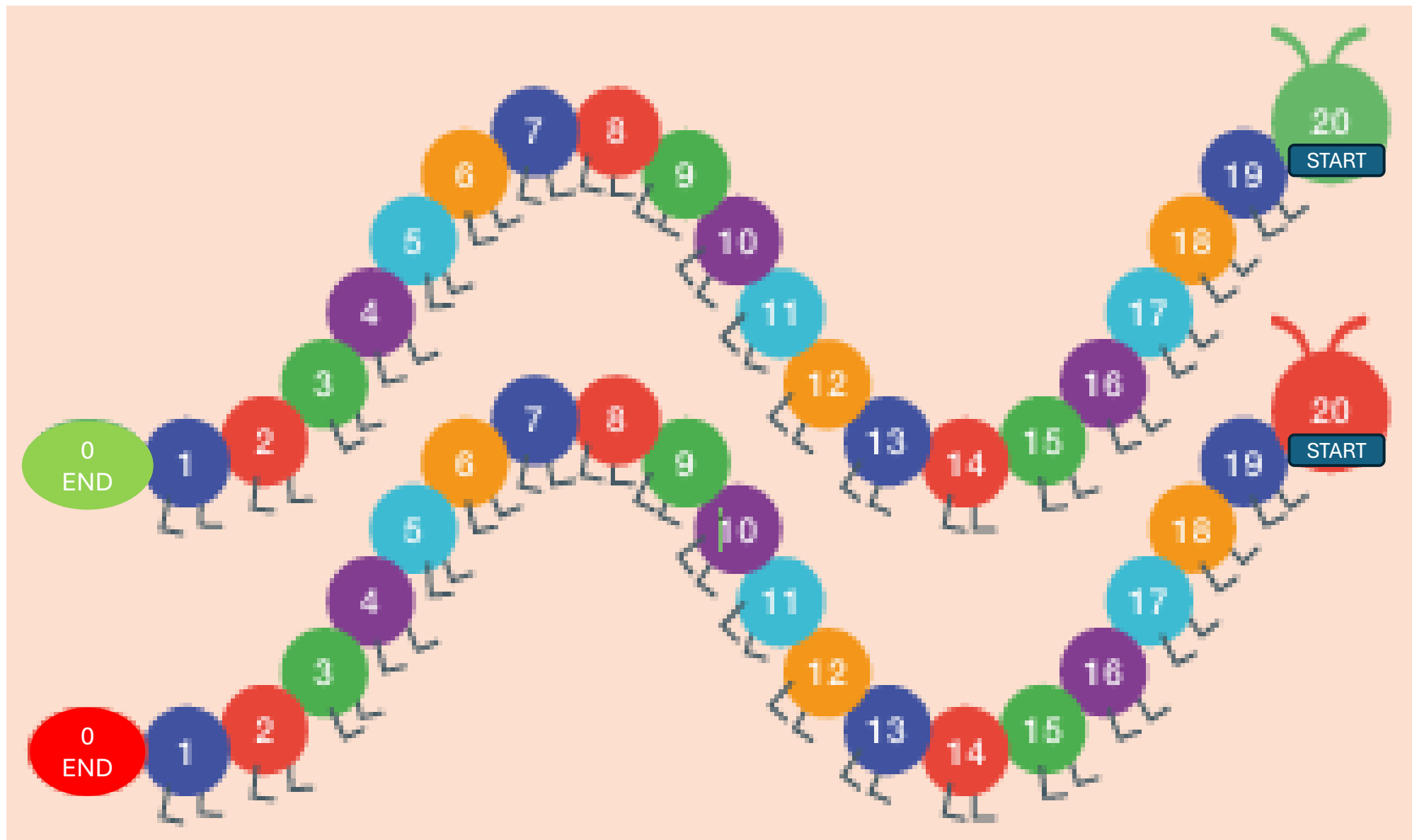
Backward bugs

Play in two teams

Start on the Start triangle.

Each team throws the dice and you work out where your counter will be by counting backward from where the counter is.

To finish and win the game, the team must land exactly on the END.



Trampolines and Trapdoors

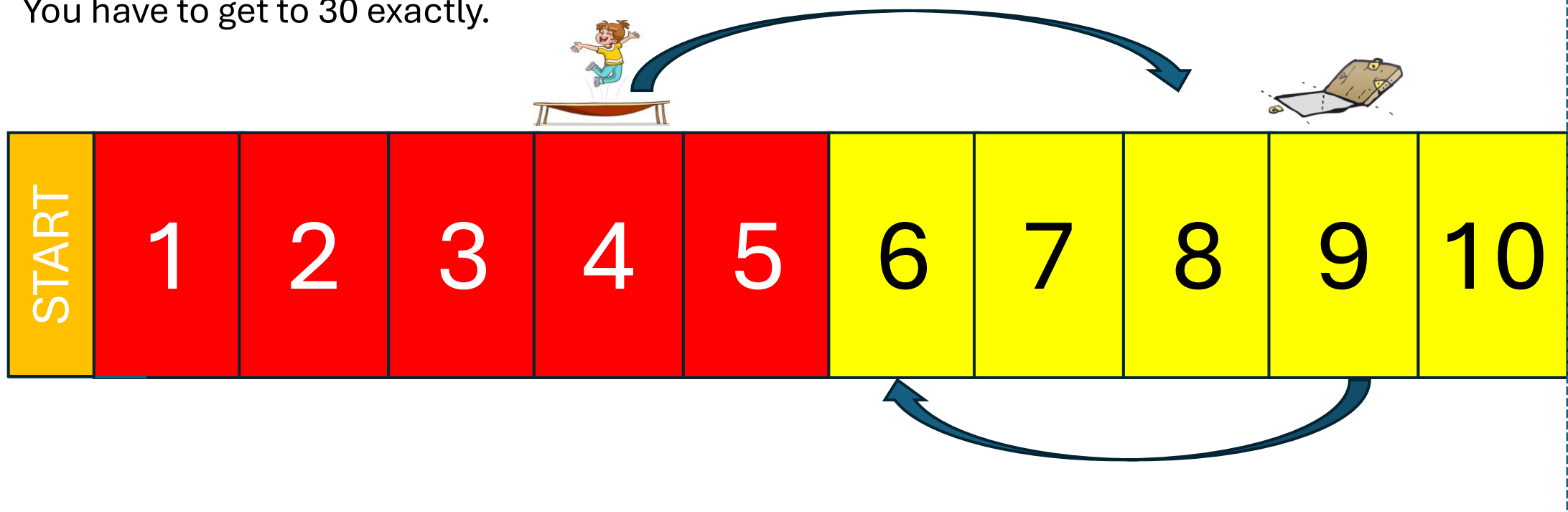
This game is like Snakes and Ladders. Start at the START.

Roll a die and move that far. When you move next, count on and use your fingers.

Certain steps have a trampoline boost (like ladders)

Other steps are trapdoors and you slide back down (like snakes)

You have to get to 30 exactly.

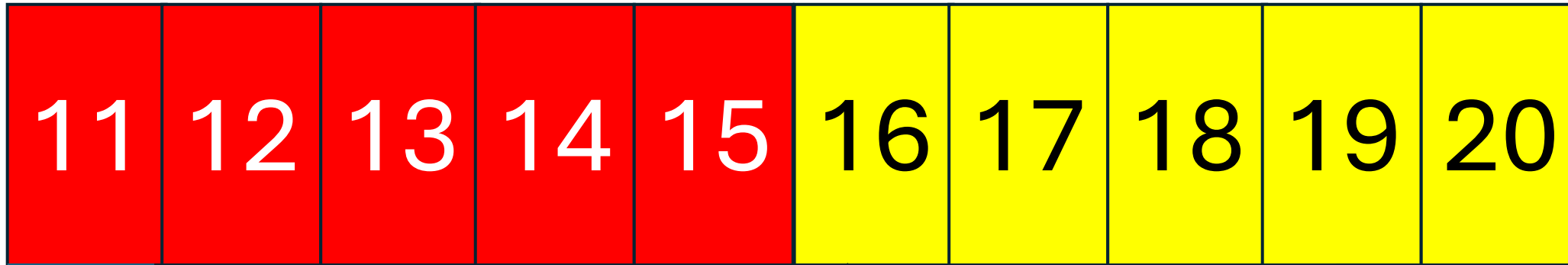




Boing!

Bounce forward 5!

Trap door!



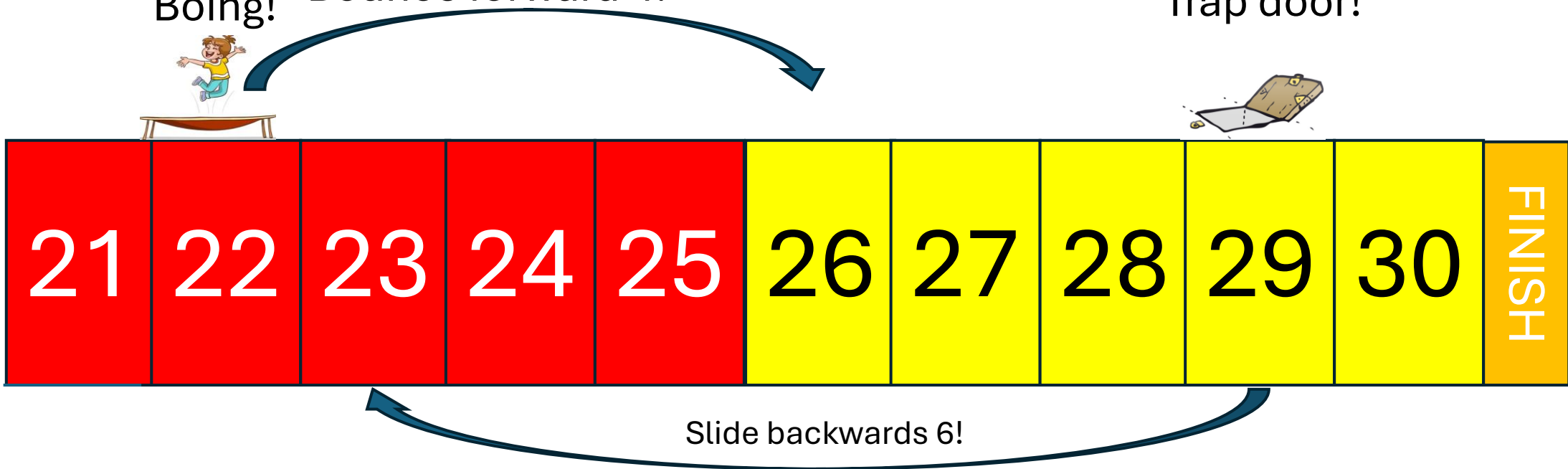
Slide backwards 3!

TAPE HERE



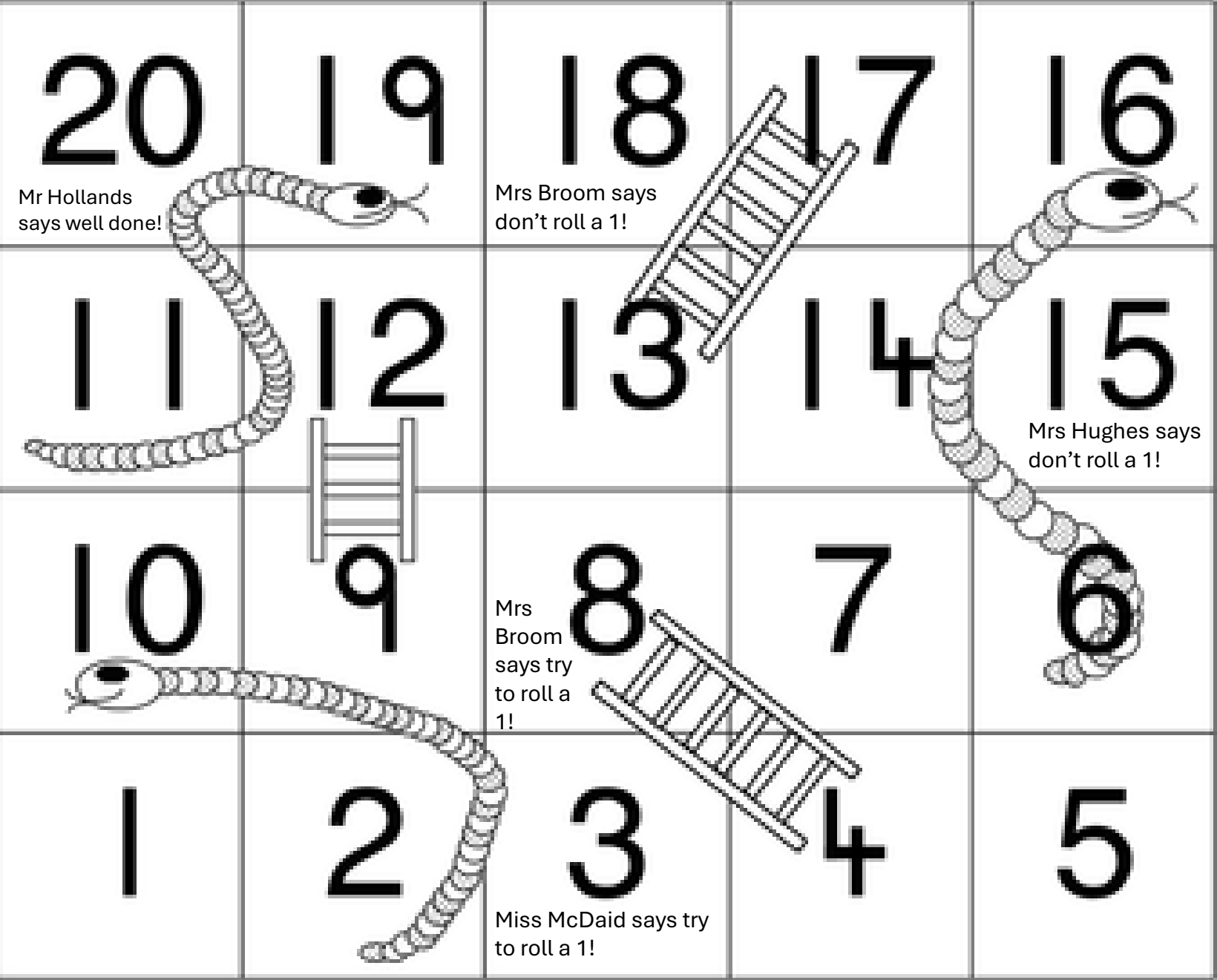
Boing! Bounce forward 4!

Trap door!



Advanced rules: you have to roll and land on 30 exactly. If you roll and would go past 30, you must 'step back'. For example, if you are on 28 and roll 6, you go forward 2 to 30 and then step back 4 to 26.

St Mark's and Ladders



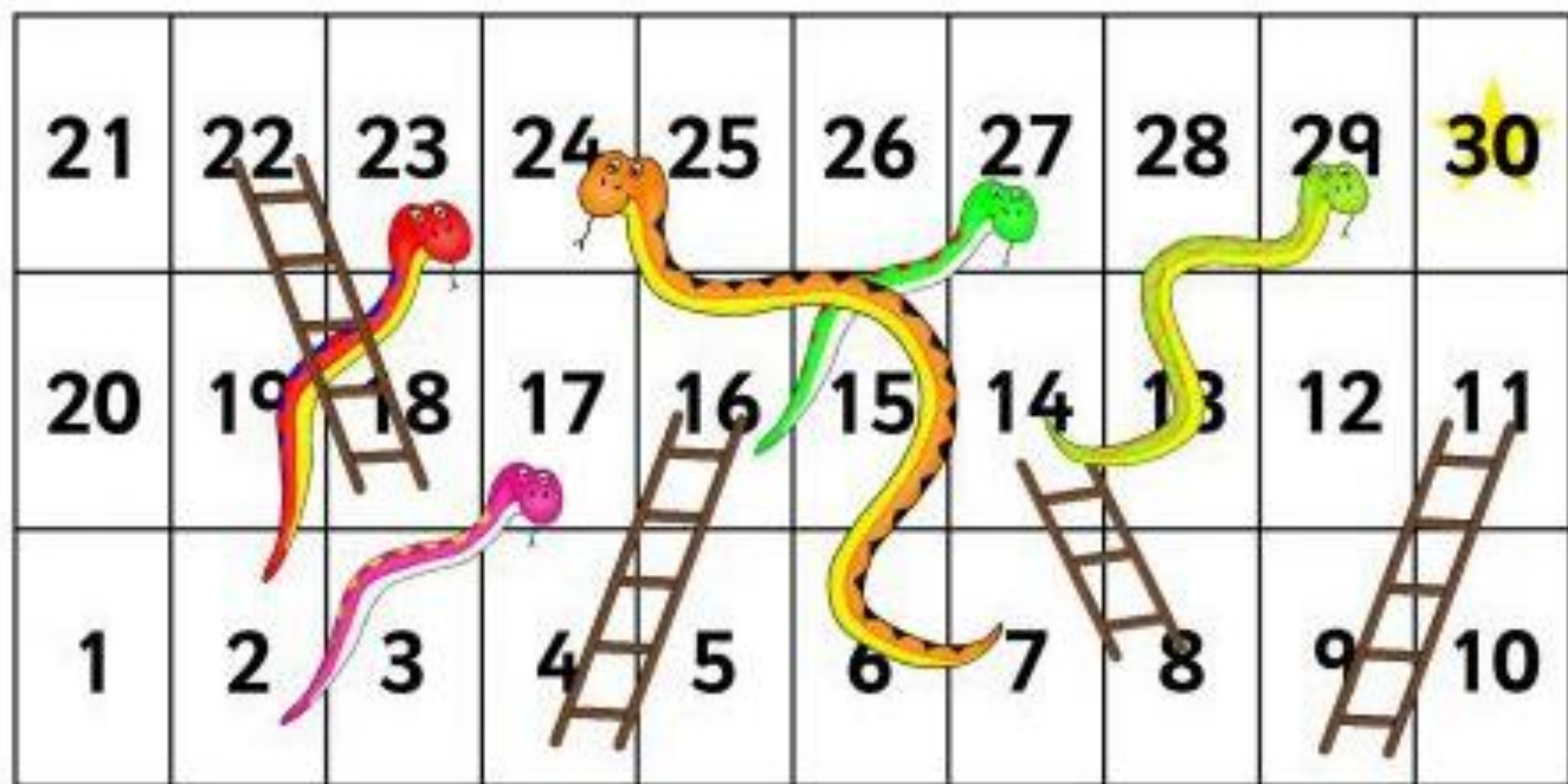
Mr Hollands says Snakes and Ladders is fun and great for your maths!

Here are the rules:

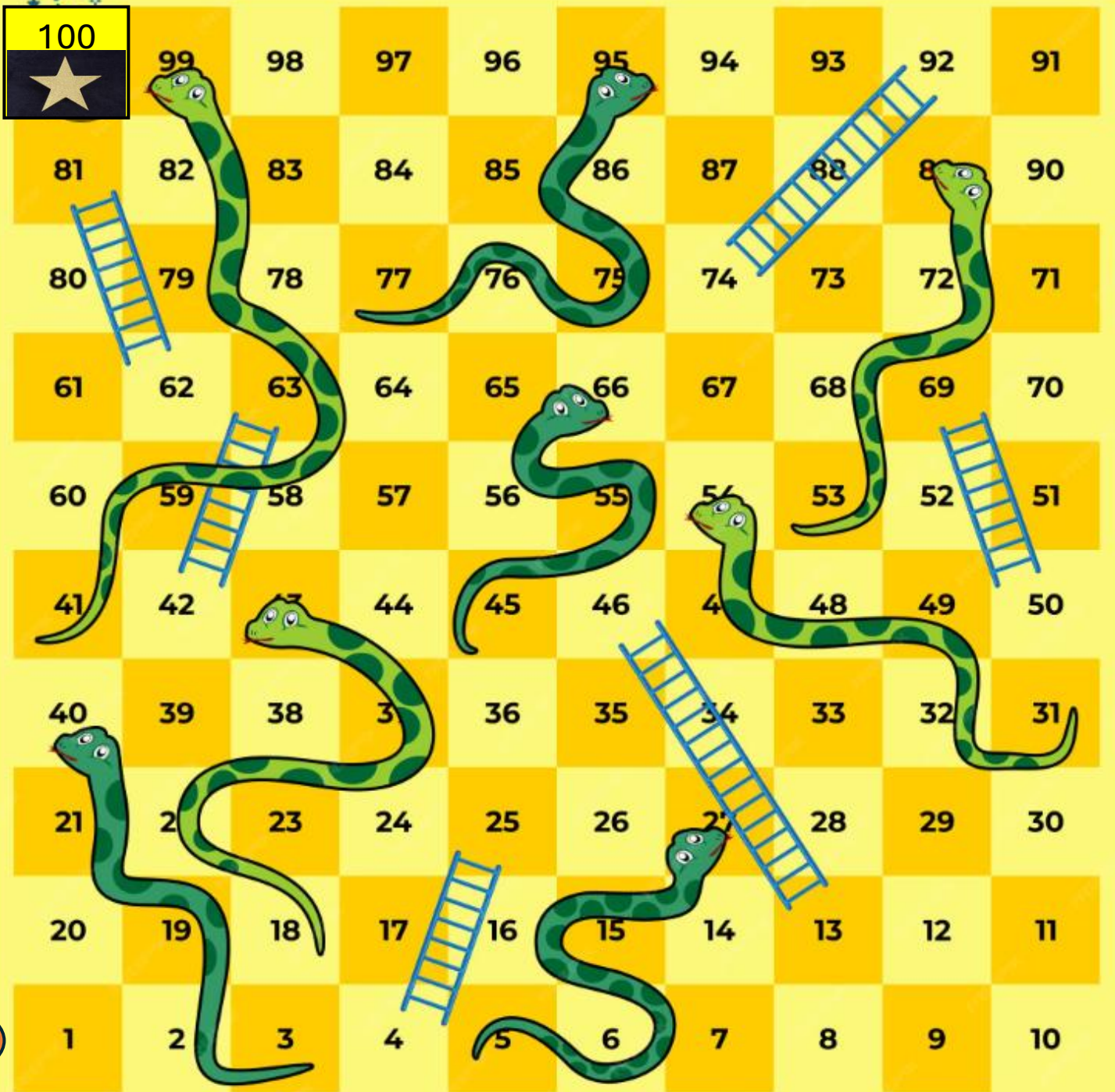


- a. Play in two teams.
- b. Start on the *Start* oval.
- c. Each team throws one die and you work out where your counter will be by counting on.
- d. If you land at the bottom of the ladder, you climb it. Lucky!
- e. If you land on the head of a snake, you slide down it. Unlucky!
- f. To finish and win the game, the team must land exactly on the last square.

Advanced rules: you have to roll and land on 20 exactly. If you roll and would go past 20, you must 'step back'. For example, if you are on 18 and roll 3, you go forward 2 to 20 and then step back 1 to 19.



St Mark's and Ladders



Start



Mr Hollands says
Snakes and
Ladders is fun
and great for
your maths!

Here are the rules:

- Play in two teams.
- Start on the *Start* oval.
- Each team throws two dice and you work out where your counter will be by adding them together and counting on.
- If you land at the bottom of the ladder, you climb it. Lucky!
- If you land on the head of a snake, you slide down it. Unlucky!
- To finish and win the game, the team must land exactly on the last square.

Advanced rules: you have to roll and land on 100 exactly. If you roll and would go past 100, you must 'step back'. For example, if you are on 98 and roll 3, you go forward 2 to 100 and then step back 1 to 99.

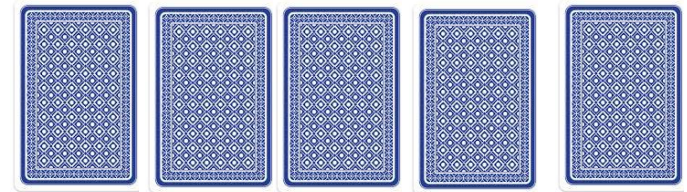
Card Wars



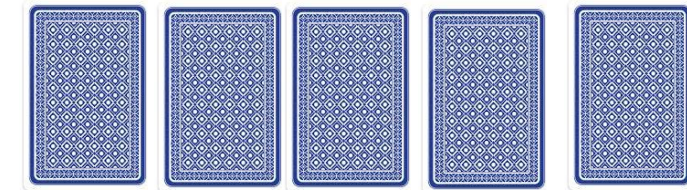
Mr Hollands says 'Card Wars' is fun and helps you count and compare numbers

- How to play
- Play in two teams
- Use one suit from a pack of cards. Make 2 rows of 5 cards.
- Team 1 goes first. Turn the first card in your row over. Read the number and see where it is on the number line.
- Then Team 2 plays on their row.
- Compare the two numbers – the higher number is the winner and the winning team takes the two cards.
- At the end, each team counts how many cards they won.
The winner is the team which taken more cards at the end!

Team 1



Team 2



Greater challenge:

The winner must say how much more their card is by comparing where the two numbers are on the number line and saying how many jumps is the difference between them

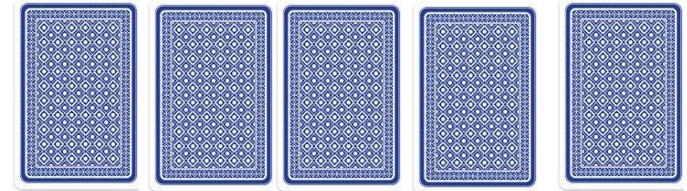
Higher or lower?



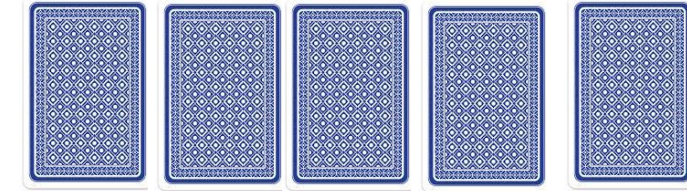
Mr Hollands says 'Higher or Lower?' is fun and helps you compare numbers and reason

- Play in two teams
- Use one suit each from a pack of cards. Make 2 rows of 5 cards.
- Team 1 goes first. Turn the first card in your row over. Read the number and see where it is on the number line.
- Then try to guess if the next card is higher or lower. Score a point if you are right.
- Then Team 2 plays on their row.
- Each team takes turns and you score a point when you correctly guess the number. Who will get the bigger score?

Team 1



Team 2



One player game

Challenge 1 – can you predict 4 in a row correctly?

Challenge 2 – make the longest series

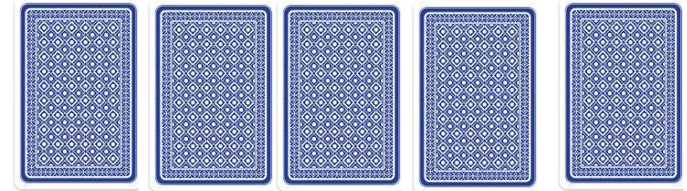
Make 20



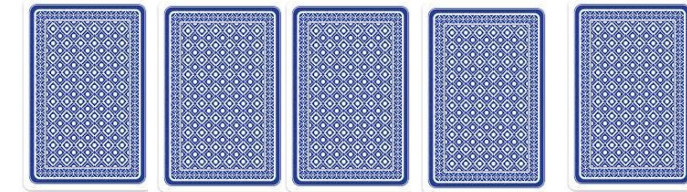
Mr Hollands says 'Make 20 is fun' and helps you add numbers and reason. Don't go bust!

- Play in two teams
- Use one suit from a pack of cards but take out the Jack, Queen and King cards. The Ace counts 1 in this game.
- Share the cards evenly so each team makes a row of 5 cards.
- Team 1 turns over their first card and reads the number.
- Team 2 then turns over their first card and reads the number.
- Team 1 turns over their second card and adds it to the first card.
- Team 2 does the same.
- The aim is to get as close to 20 as you can but not to go over 20!
- You can stop turning over cards anytime. If you go over 20 you go bust!
- The closest to 20 is the winner.

Team 1



Team 2



Ace



~~Jack Queen King~~

Top Trumps Cards



Top Trumps cards are excellent for reading and comparing numbers.

In KS1, we focus on the numbers up to 100 so look for sets with a focus on these numbers.

1 Shuffle and deal cards face down.

2 Look at your top card only.

3 Player 1 read out your best stat.

4 Highest value wins every players card.

5 The 1st player to get all of the cards wins!

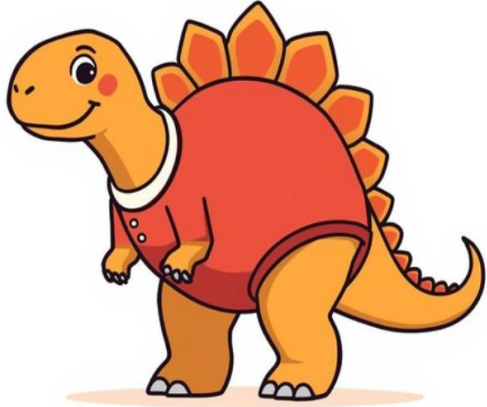


TOP TRUMPS
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Mr Hollands says these St Mark's Top Trumps use the numbers up to 20. Cut them out and stick them onto card. Top Trumps will help us read the numbers and compare them – which is bigger and which is smaller!

Stevie Steg



How good are they in class? 18

How many brothers and sisters? 8

How much do they love school dinners? 20

How fast are they at running? 7

Superpower – always does his homework 15

Tino T-Rex



How good are they in class? 13

How many brothers and sisters? 3

How much do they love school dinners? 19

How fast are they at running? 16

Superpower – loves bathtime 17

Terry Tri



How good are they in class? 6

How many brothers and sisters? 18

How much do they love school dinners? 10

How fast are they at running? 14

Superpower – loves his mum so much 20

Vick Veloci



How good are they in class? 14

How many brothers and sisters? 17

How much do they love school dinners? 5

How fast are they at running? 20

Superpower – Hide and Seek champion 12

Paulie Pterodactyl



How good are they in class? 16

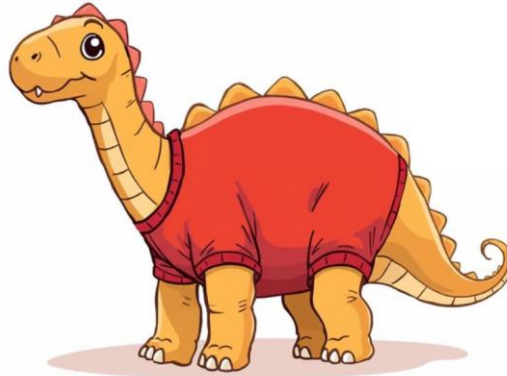
How many brothers and sisters? 4

How much do they love school dinners? 14

How fast are they at running? 7

Superpower – very kind to his friends 20

Billy Brachiosaurus



How good are they in class? 17

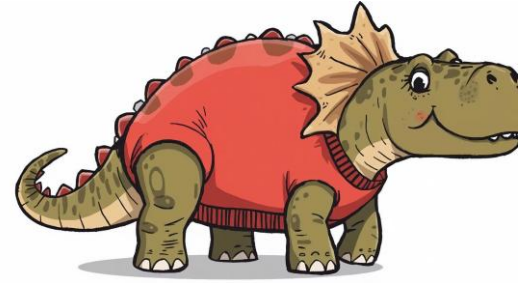
How many brothers and sisters? 10

How much do they love school dinners? 16

How fast are they at running? 8

Superpower – very patient 16

Andrea Ankylosaurus



How good are they in class? 20

How many brothers and sisters? 13

How much do they love school dinners? 3

How fast are they at running? 8

Superpower – very good at sleeping! 17

Stella Spinosaurus



How good are they in class? 6

How many brothers and sisters? 12

How much do they love school dinners? 17

How fast are they at running? 19

Superpower – loves to brush their teeth 14

Alana Allosaurus



How good are they in class? 14

How many brothers and sisters? 5

How much do they love school dinners? 14

How fast are they at running? 12

Superpower – loves to smile 16

Archie Archaeopteryx



How good are they in class? 13

How many brothers and sisters? 12

How much do they love school dinners? 10

How fast are they at running? 4

Superpower – loves to fly 18

Ivan Iguanodon



How good are they in class? 20

How many brothers and sisters? 19

How much do they love school dinners? 8

How fast are they at running? 5

Superpower – loves his mum so much 18

Eliana Utahraptor



How good are they in class? 14

How many brothers and sisters? 1

How much do they love school dinners? 5

How fast are they at running? 19

Superpower – Hide and Seek champion 16

Achi

Achi originates in Ghana and is sometimes called tapatan. It is similar to Three Men's Morris and Noughts and Crosses in terms of strategy. The version of Achi with three counters is identical to Three Men's Morris. Here we will play the version with four counters which is a bit different!

Rules of the game

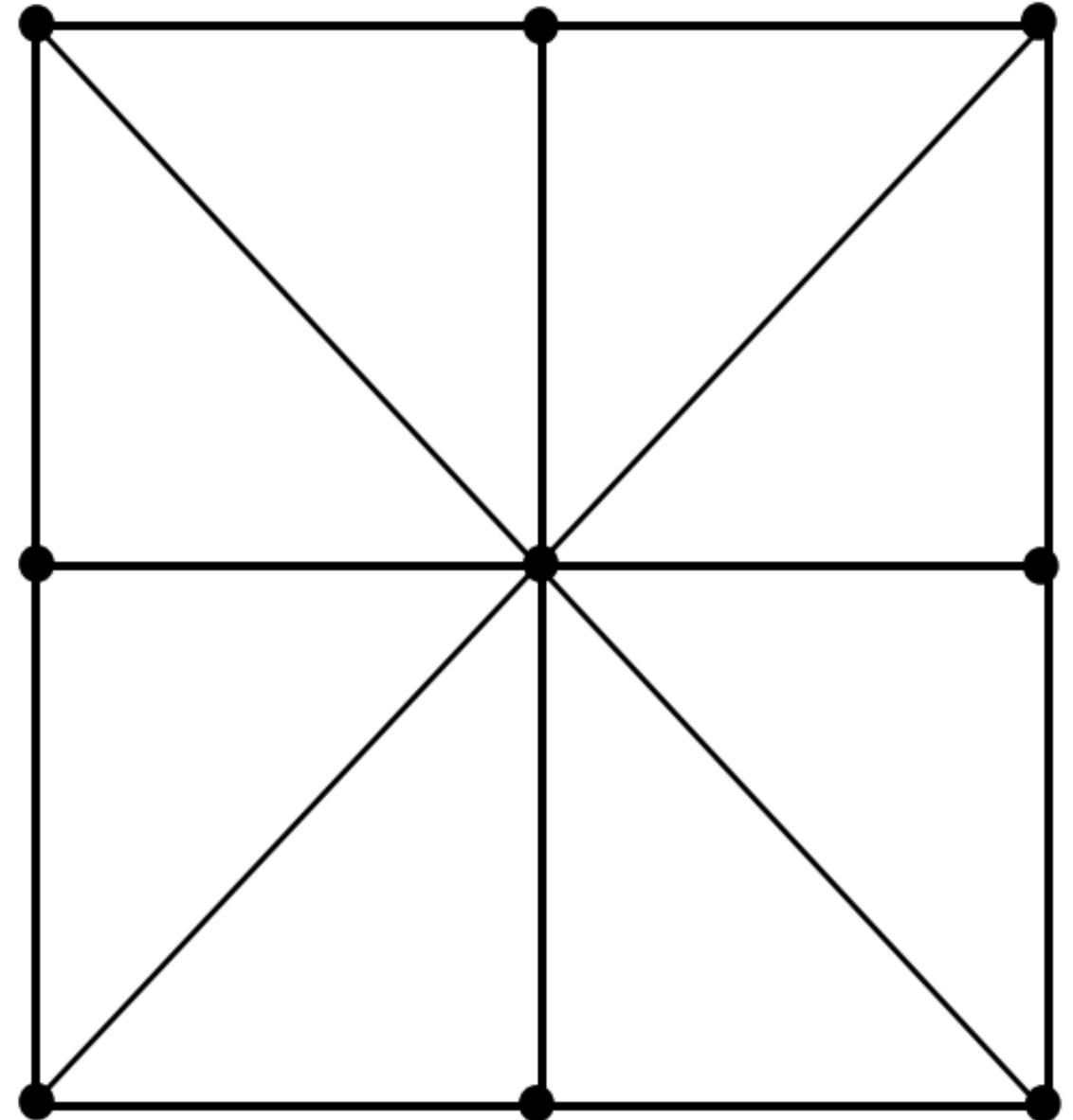
Two player game; use the grid!

Each player has four counters of their own colour.

Players take turns to place one of their counters on a grid point.

When all eight counters have been placed, players take it in turns to move a counter of their own colour to an adjacent empty point (horizontally, vertically or diagonally).

The winner is the first person to create three-in-a-row of their own colour, again either horizontally, vertically or diagonally



If you like this game, look up Dara (from Nigeria) and Six Men's Morris, which are both more advanced versions of the game.