

1-2-3 Grab!

(Reading/ordering numbers)

2+ players   +

Place 20 cards face down. Someone shouts “1-2-3 Grab!” All players grab a card. The highest card wins. The player with the highest card takes the cards from other players. Play again until all the cards are gone. The person with the most cards at the end wins.

Slap Bingo

(Reading numbers, more than, less than)

2+ players  +

Level 1 (reading numbers)

Lay out 10 cards face up. One player shouts a number. Other players race to slap the card. The player who slaps it first keeps it. The person with the most cards at the end wins.

Level 2 (one more than, one less than)

As above, but this time players get a prompt such as

One more than...

One less than...

Level 3 (ten more than, ten less than)

As above, but this time players get a prompt such as

Ten more than...

Ten less than...

Piggy in the Middle

(Ordering numbers)

2+ players  +

Start off by playing with 3 cards each. Make the game harder by increasing the number of cards each player takes. Always take an odd number.

Place all the cards face down. Each player chooses their cards and lays them out in order (lowest number on LH side, highest on RH side). Each player finds their middle card. The player with the highest middle card wins. 1 point per win. 3 points if the winning middle card is a square number.

Odds and Evens

(Identifying odd and even numbers)

2+ players   +

Level 1: Sorting

Shuffle the pack then split fairly between the players. Each player sorts their cards into odd and even piles. The player with the most even cards wins. Repeat. First to three wins.

Level 2: Predicting

Shuffle the pack then place all cards in a pile face down. Players take it in turns to turn over a card, but before they do so, they predict whether it will be odd or even. If they predict accurately they keep it. If not it goes in the discard pile.

When all the cards have been turned over the player with the most cards wins.

Idea: There are 20 odd and 39 even cards. If children notice this imbalance, encourage them to investigate why. (see Investigations)

Hold the Line

(Ordering numbers)

2+ players   +

Place about 20 cards face down on the table. All players pick one card. The player with the highest card takes the cards from the other players and starts to build a number line with them.

Now players take it in turns to pick another card.

If the card is lower than the highest card in the number line they give it to the player building the number line who slots it in to the number line.

If the card is higher than the highest card in the number line, that player gets all the cards in the number line and rebuilds the number line for herself.

The winner is the player who controls the number line after the last card has been picked.

Snap

(Spot common factors)

2+ players   +

Play Snap. A snap is made by any consecutive cards that share a common factor.

You can play at two levels.

Level 1: to make a snap, two consecutive cards must show the common factor.

Level 2: any consecutive products with a common factor, whether or not shown on the card, make a snap.

In other words 63 and 18 would make a snap because both have 3 as a factor, even though 3 is not shown as a factor on card 63.

In Level 2, exclude 1 and 2 as common factors, otherwise it is too easy to make a pair!

Slap

(Fun way to test tables!)

3+ players    +

Place 15 cards face up. One person shouts out a multiplication question the answer to which is one of the products on the table, for example “5 x 3”. The other players try to slap the card that shows the answer. The first person to slap wins the card and takes it. The person with the most cards at the end wins.

Keep it fun!
It's only tables!

Squares

(Get to know your squares and primes)

2 players 

Place the pack face down. Player 1 takes cards one by one until she gets a square or a prime.

Square number = play passes to Player 2

Prime number = Player 2 must hand over from their pile the same number of cards as the prime number. Play then passes to Player 2.

Continue until the end of the pack. The person with the most cards at the end wins.

Common Factors

(Gentle way to focus on factors)

2+ players   +

Place 20 cards face down. The aim of the game is to find pairs of cards that share a common factor.

Take turns to pick two cards. If they share a common factor, take the pair and have another go. Fill the gaps with new cards. If there is no common factor, turn the cards over again. Play passes to the next player.

You may want to discuss with the class why they might want to exclude 2 and 1 as common factors*.

* 1 is a common factor to all integers (whole numbers), 2 is a common factor to all even numbers

Claim or Reject

(Practise rounding to 10)

2+ players  +

Level 1

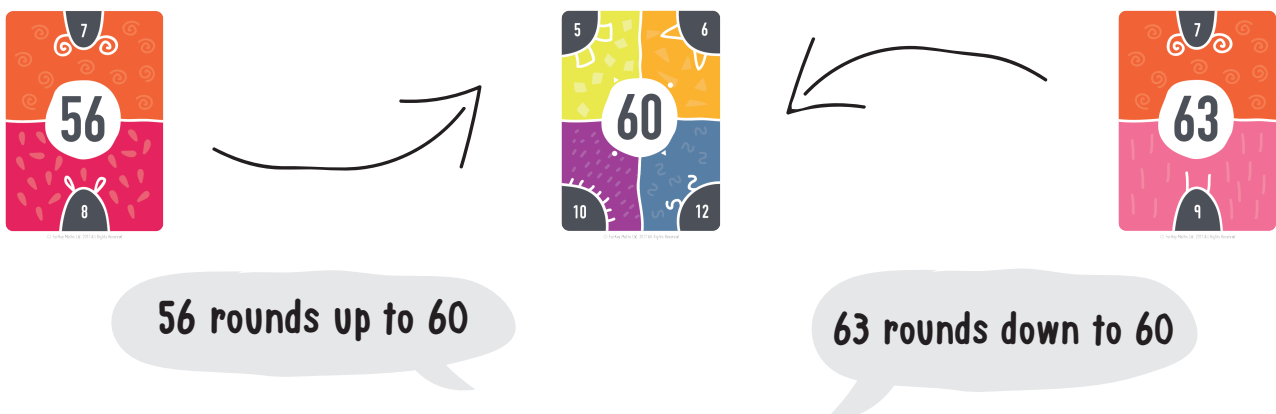
Find all the multiples of 10. Share them equally between the players. Place the rest of the cards face down in a pile.

Players lay out their cards face up in a vertical column. They then take it in turns to turn over a card from the pile. If the card they turn over rounds to one of their multiples of 10 they can take it. If it doesn't they put it on the discard pile. When they take a card they should use the sentence: "... rounds up to ..." or "... rounds down to ...". If a card rounds up to a multiple of 10, place it on the left of the card. If it rounds down, place it on the right.

When all the cards have been turned over, the player with the most cards wins.

Level 2

As above but if a player turns over a prime or a square they must keep it, but it counts as 1 point against their total.



Claim or Reject (cont)

Level 3

As for Level 2, but before a player takes a card off the pile, they say "Claim" or "Reject".

If a player says, "Claim"

1. they keep any prime or square number (bad news!)
2. they keep any card which rounds to their multiples of 10
3. an opponent takes the card if it rounds to one of their cards

If the card doesn't belong to any player, it goes on the discard pile.

If a player says, "Reject,"

1. the card goes straight onto the discard pile.

When all the cards are gone from the pile players work out their scores.

Players should agree on the scoring system at the start of the game. This is a good way to practise target times tables. Here is one suggestion to practise 6x, 7x and 8x table.

- 8 points for every card held except primes and squares
- 7 points deducted for every square number
- 6 points deducted for every prime number

FunKey Uno

(Identifying common factors and properties)

2+ players  +

Deal seven cards to each player. Players hold their cards hidden from other players.

The rest of the cards go face down in a pile and the first is turned over and forms the discard pile.

The aim of the game is to be the first player to lay all their cards on the discard pile. Players take it in turns to lay cards down.

To lay a card down on the discard pile, a player must identify a common factor or common property between the card on the top of the pile and one or more of their cards.

Examples

If the top card is 15, a player can choose to lay down cards showing

3 as a factor OR

5 as a factor.

FunKey Uno (cont.)

If the top card is 16, a player can choose to lay down cards showing

2 as a factor OR

4 as a factor OR

8 as a factor OR

Any square numbers

If the top card is 7, a player can choose to lay down cards showing

7 as a factor

Any prime numbers

Where a player has more than one card to lay, they should think carefully about the order they lay the cards. The more factors a card has, the easier it is for the next player to lay a card. So if a player was laying two cards, 15 and card 18, it would be tactical to lay 15 last.

Where a player cannot lay a card, they must pick up a new card from the pile.

When a player only has 1 card left, they shout "FunKey Uno!" to warn the other players they are ready to go out.

The first player to lay all their cards wins. The game can continue until other players have laid their cards.