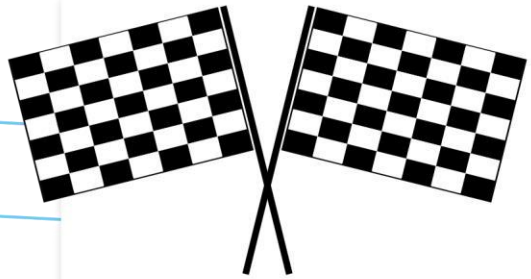
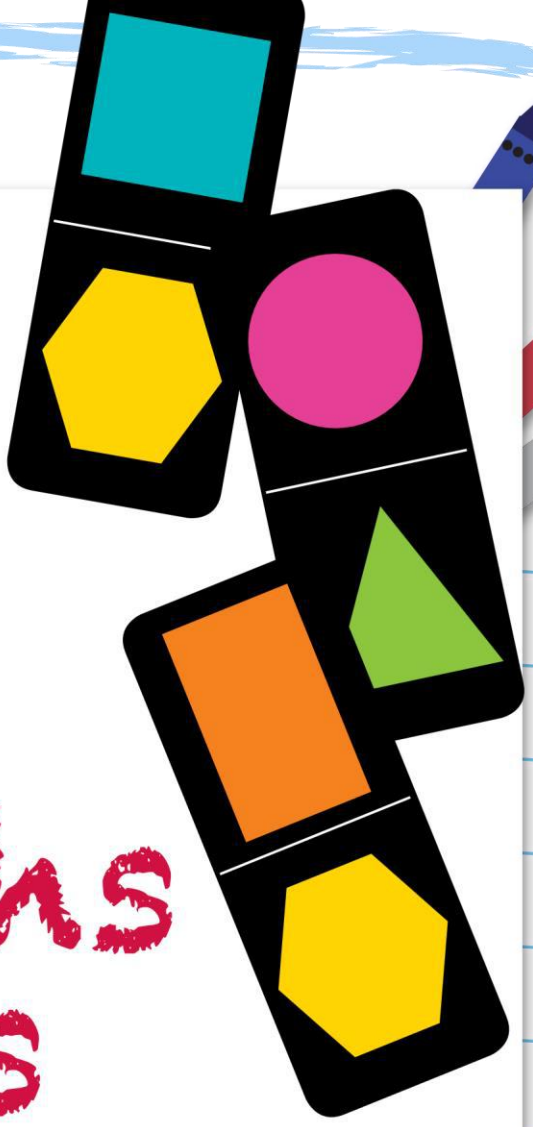
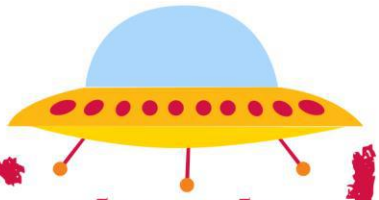
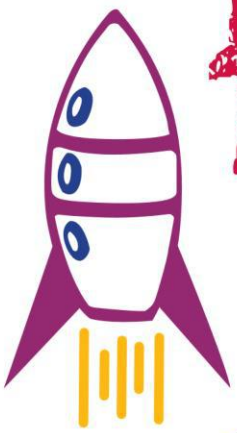
TheSchoolRun.com

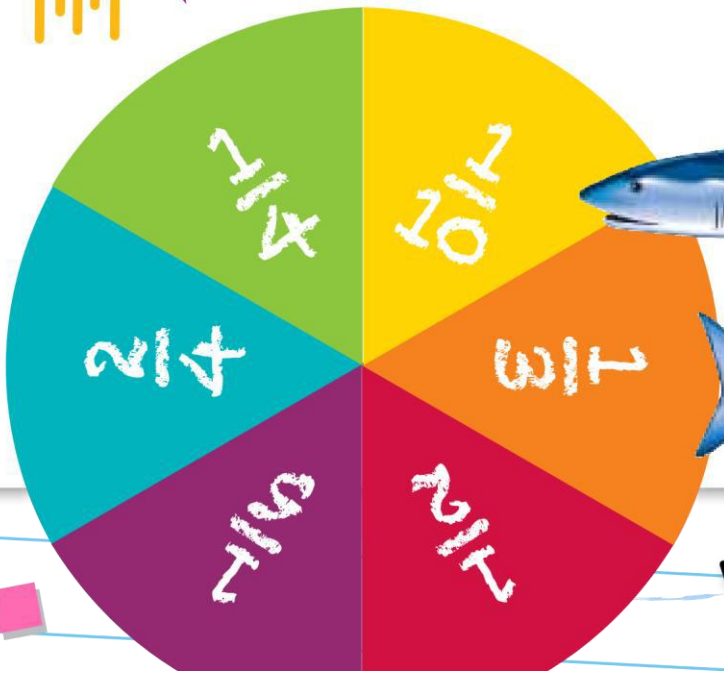


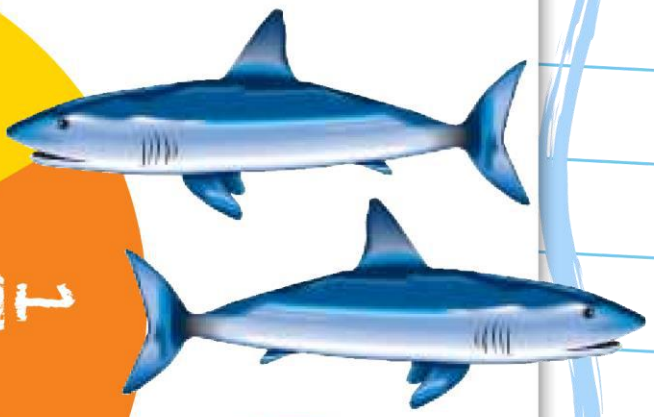




Cool maths games for kids







www.theschoolrun.com

Hop on home

Suggested age range 6 – 8 (Y2 to Y3)

Number of players 2 – 4

How to prepare the game

- Print off the Hop on home board.
- Print off the resource sheet and cut out each of the counters and the spinner.
- Create an arm for the spinner using a paperclip. Thread a brass fastener through both the paperclip and then the spinner, making sure the paperclip can spin freely.

How to play the game

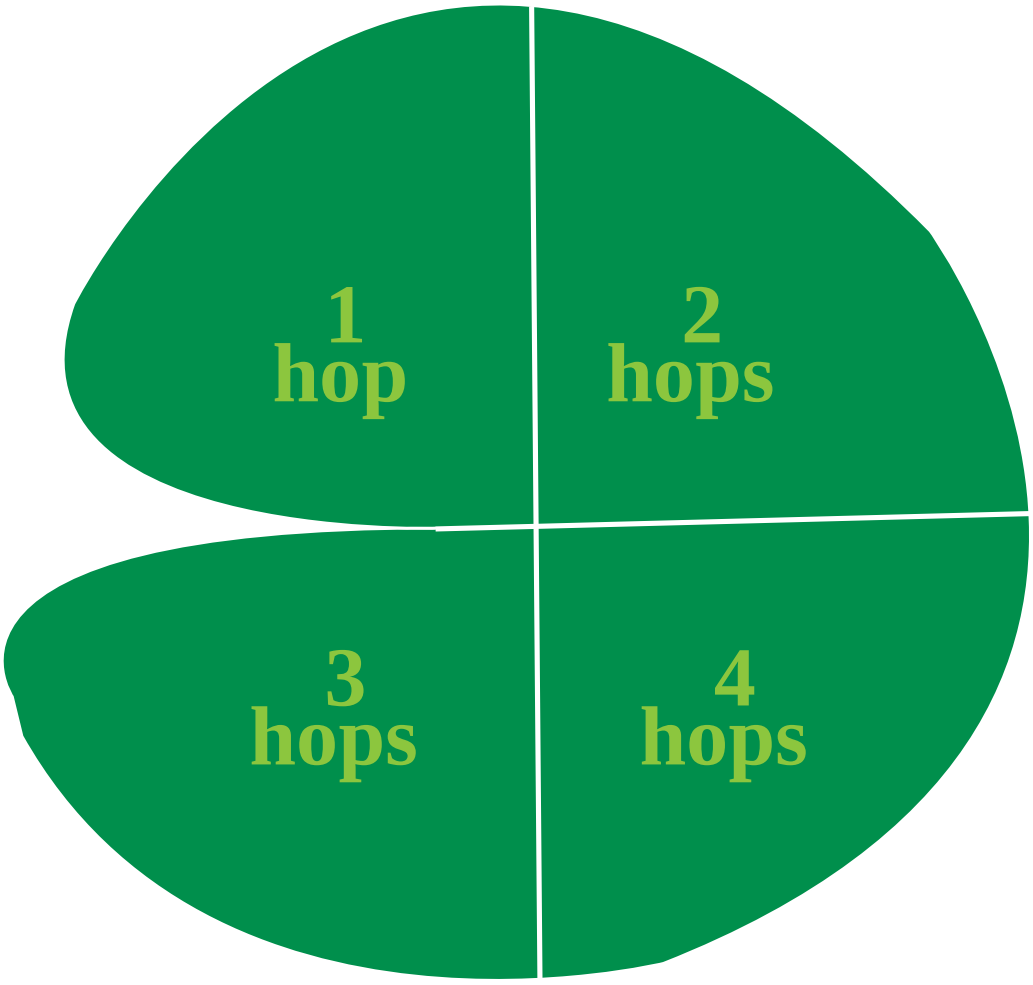
Explain to your child that in this game they are going to be revising their number bonds to 20. Ask them to give a few examples, for instance, "What do we add to 15 to get to 20?". They would need to answer, "We add 5 to 15 to make 20." Encourage your child to answer in full sentences like this as this will really help to cement the key facts in their memory. Counters are placed on the Start lily pad. Each player spins the spinner once and the player with the highest number goes first. If two people spin the same number, keep spinning until one person has the highest number. Players take it in turns to spin the spinner and then move their frog that number of spaces. When they land on a number, they must say the appropriate number sentence, for example "13 add 7 equals 20". If they get the answer correct they can stay on that lily pad. An incorrect answer means they must return to the lily pad they came from. The winner is the first player to reach the Finish lily pad.

How does this game support learning?

Number bonds are a vital building block in your child's mathematical understanding. Knowing number bonds to 10 and then 20 will help them with quick mental calculations. By the end of Y3, children should be able to answer addition and subtraction questions to 20 mentally almost instantly. This game will help quick mental recall of these facts.

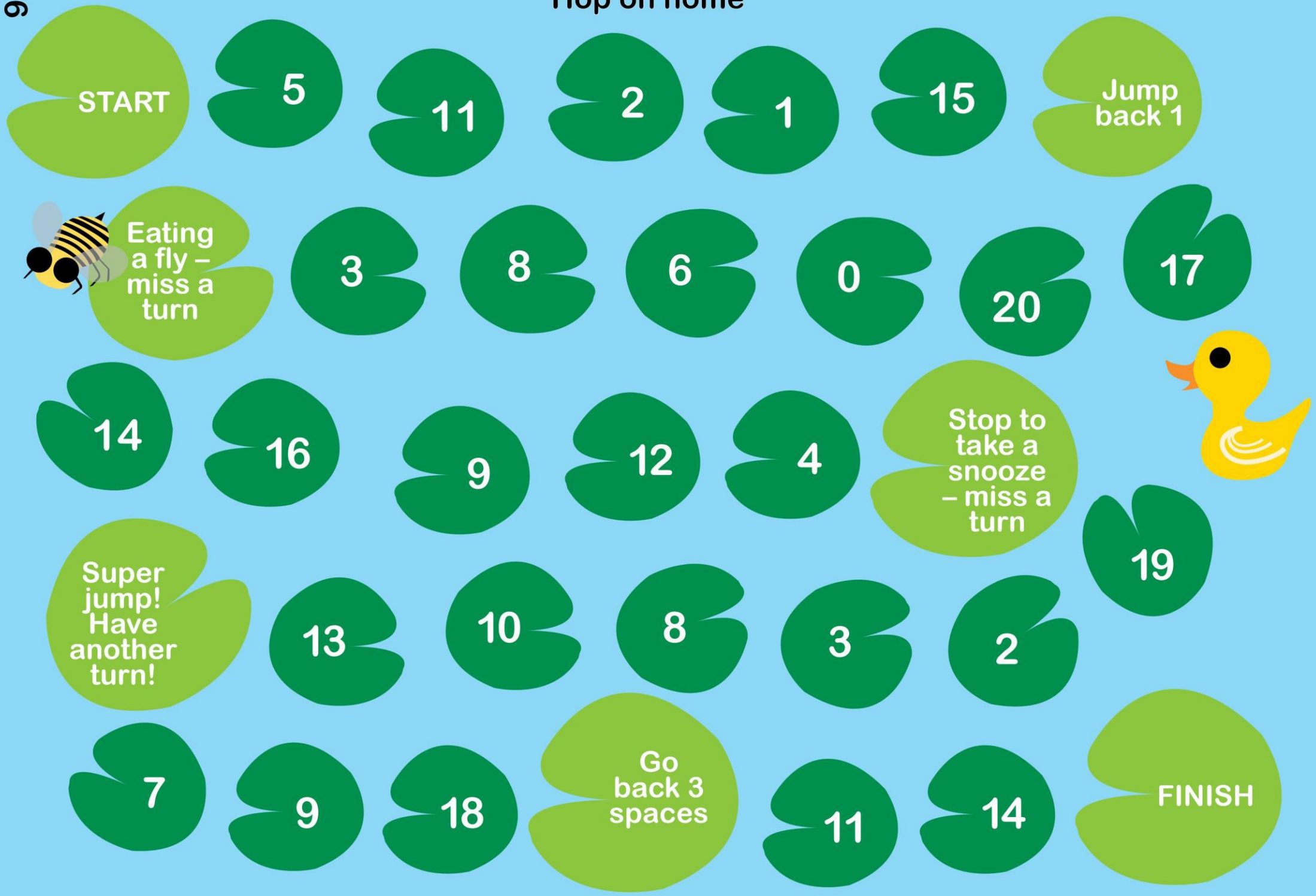
Hop on home

Counters



Spinner

Hop on home


START
5
11
2
1
15
Jump back 1
Eating a fly – miss a turn
3
8
6
0
20
17
14
16
9
12
4
Stop to take a snooze – miss a turn
19
Super jump! Have another turn!
13
10
8
3
2
7
9
18
Go back 3 spaces
11
14
FINISH

Launch Pad

Suggested age range 9 – 10 (Y4 and Y5)

Number of players 2

How to prepare the game

- Print off the Launch Pad sheet and cut down the middle, so each player has half.
- Cut out the counters and spinner. Create an arm for the spinner using a paperclip. Thread a brass fastener through both the paperclip and then the spinner, making sure the paperclip can spin freely.

How to play the game

Revise the odd and even rule with your child: numbers ending in 0, 2, 4, 6, and 8 are even and those ending in 1, 3, 5, 7 and 9 are odd. What do we mean by halving numbers? Remind children that it's simply splitting the number into two equal groups.

Rockets are trying to get to the number 1 so they can blast off. Ask children to generate a number using dice or the spinner (or give them some numbers). Write this number on the bottom level of the rocket platform and place your rocket counter at the side. If a number is even, players have to halve it to progress onto the next level of the rocket runway, move their rocket up and record this new number on the next level. If it is odd, players add 1 to it to make the next level and record this new number. Work up the rocket launch pad until you reach the number 1.

Add another dimension to the game by challenging the children to each adopt a different number and have a race to see who can reach the top level to blast their rocket off into space.

How does this game support learning?

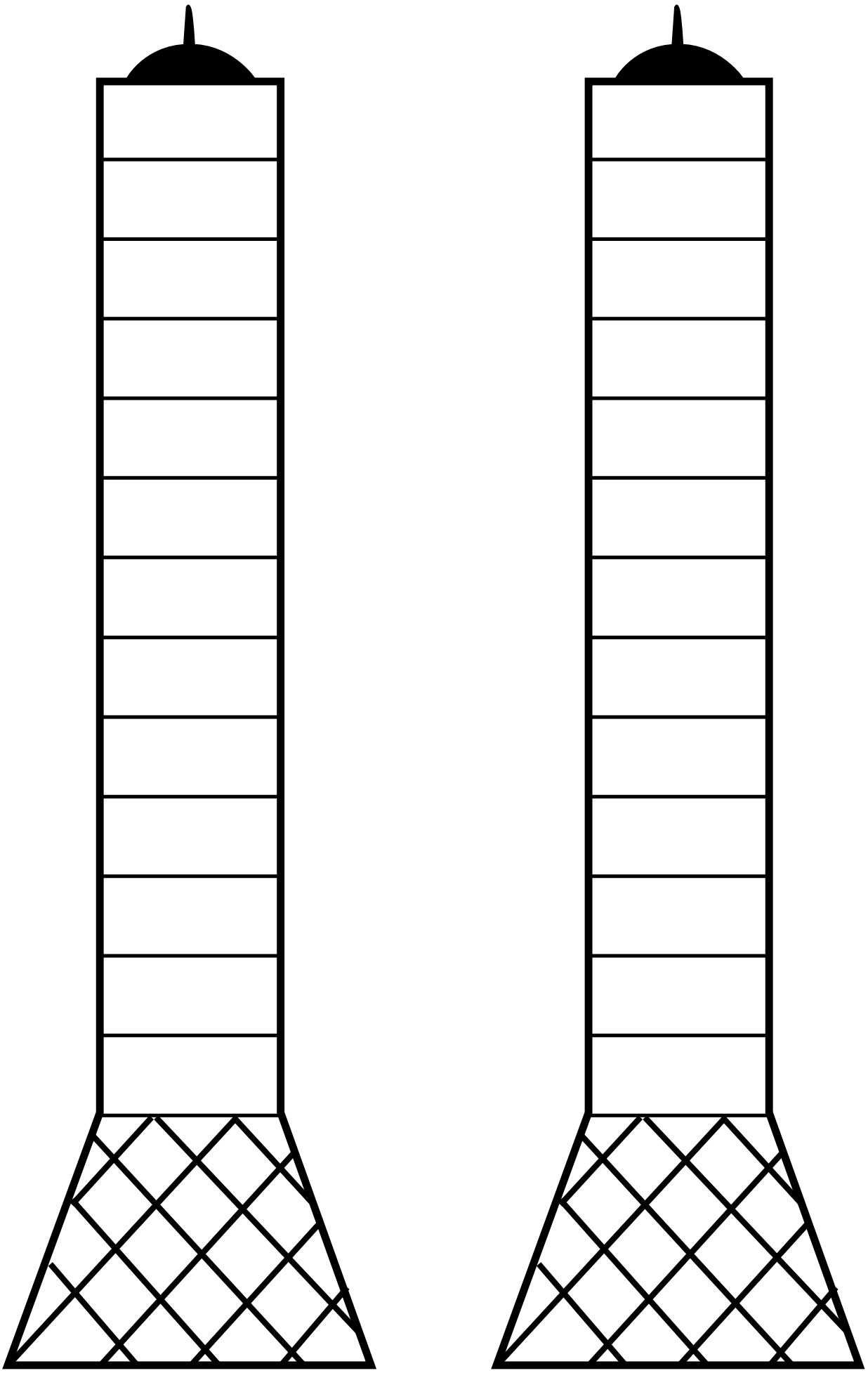
As children move up through Key Stage 2 they need to be able to distinguish larger odd and even numbers. They must also be able to halve different numbers quickly. This game helps to revise the odd and even rule and provides a platform for practising halving calculations.

Launch Pad

Counters

Spinner

Launch Pad



The Length game

Suggested age range 6 – 8 (Y3 and Y4)

Number of players 2 – 4

How to prepare the game

- Print off the game board. Print off and cut out the counters and the number spinner or use a dice.
- Create an arm for the spinner using a paperclip. Thread a brass fastener through both the paperclip and then the spinner, making sure the paperclip can spin freely.
- You will need some paper, a pencil and a ruler.

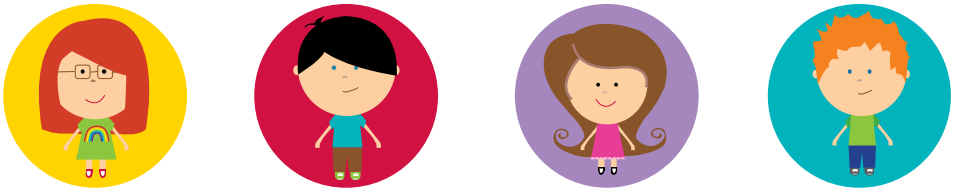
How to play the game

Children place their counters on the start square. Each player spins the spinner or rolls the dice. The player with the highest number goes first. They take it in turns to move up the board. Landing on a staircase means they can move up, but a slippery measuring tape means they must slide back. If they land on a picture square they must read that length – if they get the answer wrong, they must return to their original square. If they read it correctly they can stay on that square. There are also question squares where they must answer the question correctly to remain on the square. A challenge square means that another player (or adult) must use the paper, pencil and ruler to draw a line without them seeing. The player must then use their measuring skills to correctly measure the line. If they do it correctly, they may stay on that square.

How does this game support learning?

This game helps children revise key measurement facts and also offers a fun way to practise using a ruler to make simple measurements in centimetres and millimetres. Remind children that we always start at 0 on the ruler for accurate measurements.

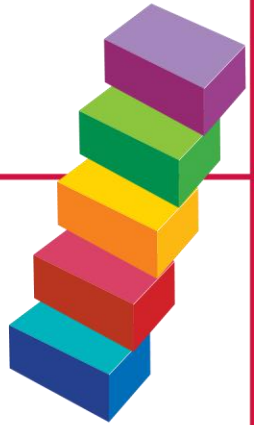
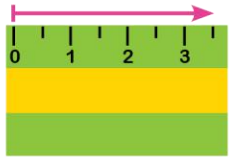
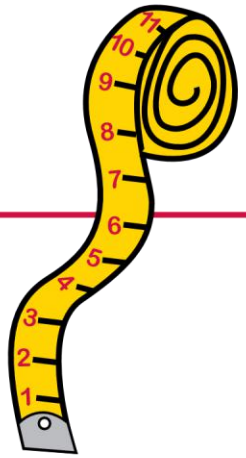
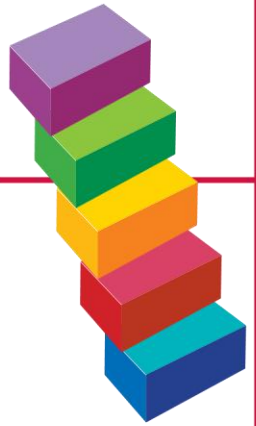
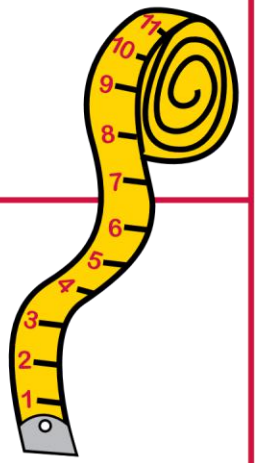
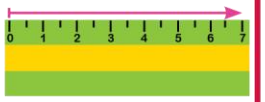
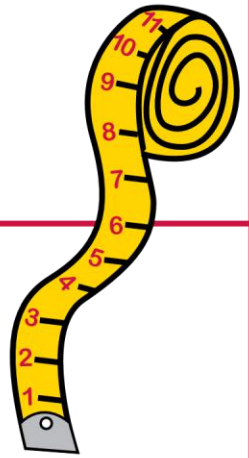
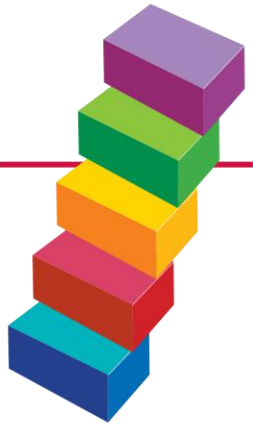
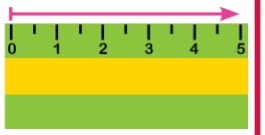
The Length game



Counters

Spinner

The Length game

	Challenge!				Go back one space!		FINISH
	Challenge!					Challenge!	
	How many metres in 2km?		Challenge!		How many m in 1km?		
Challenge!		Go back 2 spaces!				How many mm in 1cm?	
START		Challenge!		How many cm in 1m?			Challenge!

Money matters

Suggested age range	8 – 11 (Y3 to Y6)
Number of players	2 – 4
How to prepare the game	• Print off the Money matters board. • Print off the counters and spinner. Create an arm for the spinner using a paperclip. Thread a brass fastener through both the paperclip and then the spinner, making sure the paperclip can spin freely.

How to play the game

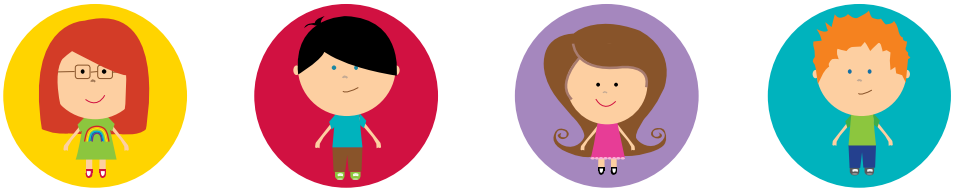
This game is about recognising and using different coins. This game can be made more or less difficult to suit the needs/ages of the children playing. You can give all the children a set total to work to or individual totals if working with mixed age/ability players.

Each player is given a piece of paper and a pencil, and assigned a sum total – for example, £5.61. They take it in turns to move around the board. When they land on a coin, they must write down its value. Any coins they land on are added to this first amount to give a total. Once they have exceeded their allocated sum total, they must work their way back to pass the Start/Finish line to win.

How does this game support learning?

This game provides children with a different way to revise using and recognising UK coins. It also gives them the opportunity to practise adding and subtracting different amounts from a total to help with these skills.

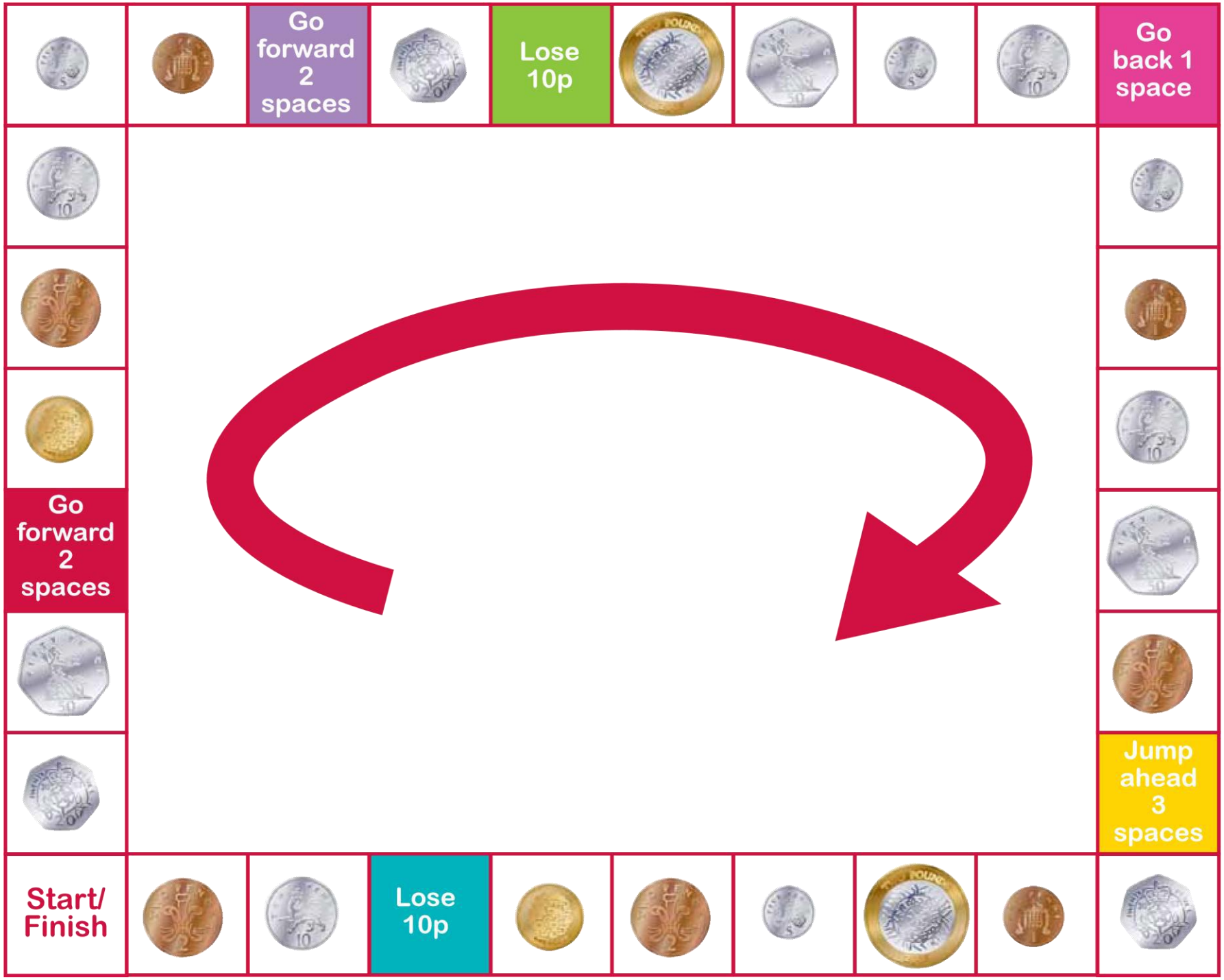
Money matters



Counters

Spinner

Money matters



Odd and Even Racer

Suggested age range 6 – 8 (Y2 and Y3)

Number of players 2

How to prepare the game

- Print off the Odd and Even Racer board.
- Print off the resource sheet and cut out each of the counters and the spinner.
- Create an arm for the spinner using a paperclip. Thread a brass fastener through both the paperclip and then the spinner, making sure the paperclip can spin freely.

How to play the game

Explain that this game is about learning/revising which numbers are odd and which are even. Quickly revise the odd and even rule with your child: numbers ending in 0, 2, 4, 6, and 8 are even and numbers ending in 1, 3, 5, 7 and 9 are odd.

Ask your child to pick a racing car and decide whether they want to be the odd or even racer. They should place their racing car on either the odd or even race start space. Play then begins with the youngest player. They spin the spinner and if they spin an even number (and they are the even racer) they can move their counter that number of spaces; if they spin an odd number they cannot go. Play then goes to the other player. If they land on a SWITCH space they must swap over, so if they are the even racer, they must now become the odd racer (they keep the same counter). The winner is the first person to catch up with or overtake the other player.

How does this game support learning?

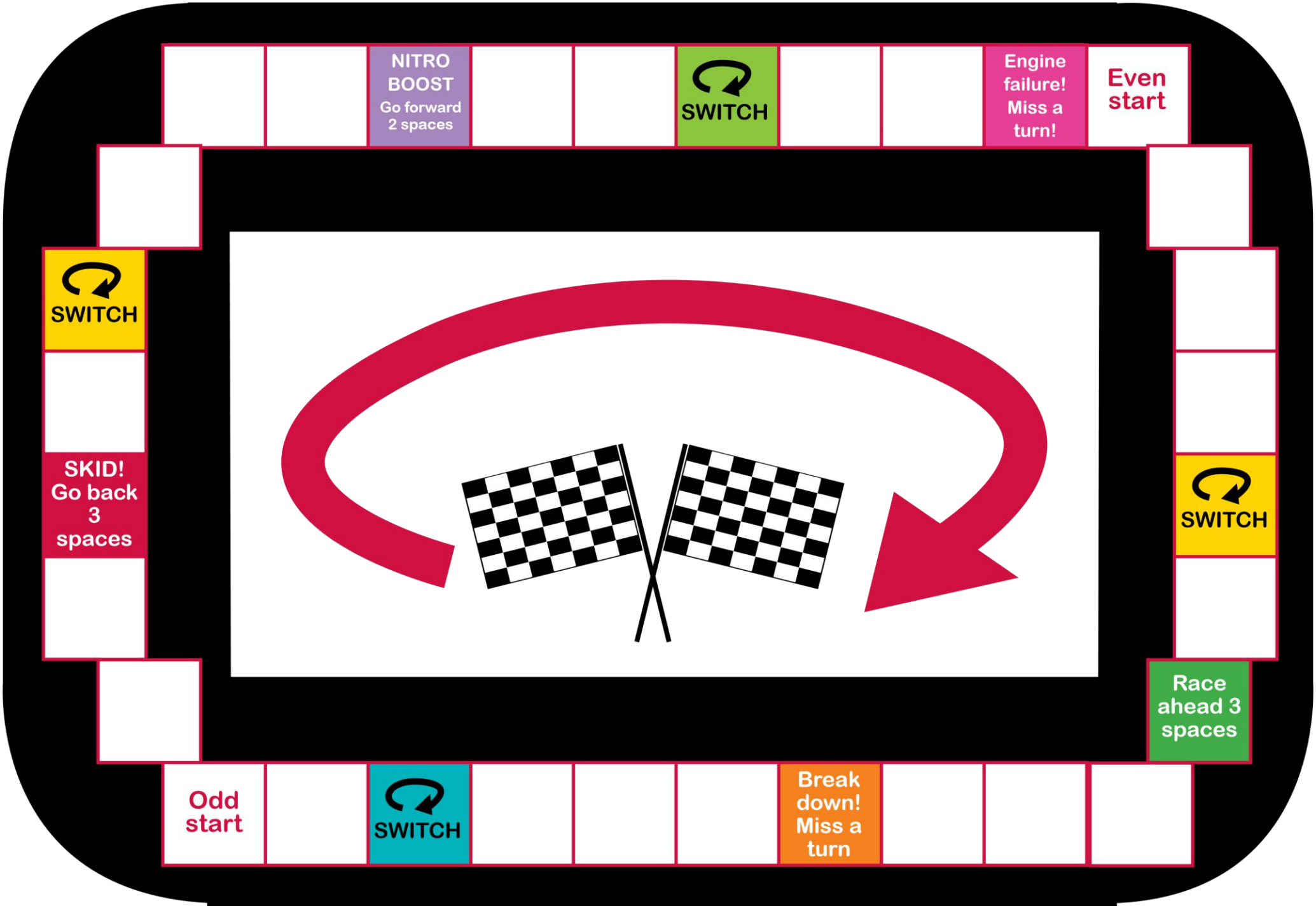
This game helps children to learn the all-important odd and even rule. Knowing whether a number is odd or even helps with sharing and division work. Once children have mastered this simple rule, they will be able to quickly identify whether a number is odd or even, irrespective of its size.

odd and Even racer

Counters

Spinner

Odd and Even Racer



Percentage to decimal Runner game

Suggested age range	9 – 11 (Y4 to Y6)
Number of players	2
How to prepare the game	• Print off the game board. • Print off and cut out the counters and the number spinner, or use a die. Create an arm for the spinner using a paperclip. Thread a brass fastener through both the paperclip and then the spinner, making sure the paperclip can spin freely.
How to play the game	One player places their counter on the top Start/finish square; the other player puts their counter on the bottom Start/finish square. Players take it in turns to roll the dice or spin the spinner and move their runner along the track. When they land on a percentage (%) square they must convert the number into a decimal – for example, 75% would be 0.75. When they land on a decimal square they must convert the number into a percentage – for example, 0.01 would become 1%. The player is the first person to reach their finish line.
How does this game support learning?	This game helps children to make the connection between percentages and their decimal equivalents. Playing will help them practise converting decimals into fractions and vice versa.

Percentage to decimal runner game

Counters

Spinner

Percentage to decimal r unner game

Tri P! go bac k 3 spaces	75%	80%	1%	35%	Miss a turn	55%	47%	19%	22%	13%	100%	67%	15%	STar T/FiNiSH
96%														
1														
Tri P! go bac k 3 spaces	0.1	0.45	0.25	0.5	0.67	0.55	0.99	0.01	Miss a turn	0.22	0.35	0.85	0.62	STar T/FiNiSH

Rounding Garages

Suggested age range 6 – 9 (Y2 to Y4)

Number of players 2 – 4

How to prepare the game

- Print off either the 'Rounding to 10' (for a Y2 child) or the 'Rounding to 100' (for a Y4 child) board.
- Print off the car sheet and spinners, and cut them out. Create an arm for the spinner using a paperclip. Thread a brass fastener through both the paperclip and then the spinner, making sure the paperclip can spin freely.
- You will need a pack of coloured pens or pencils (one colour per player).

How to play the game

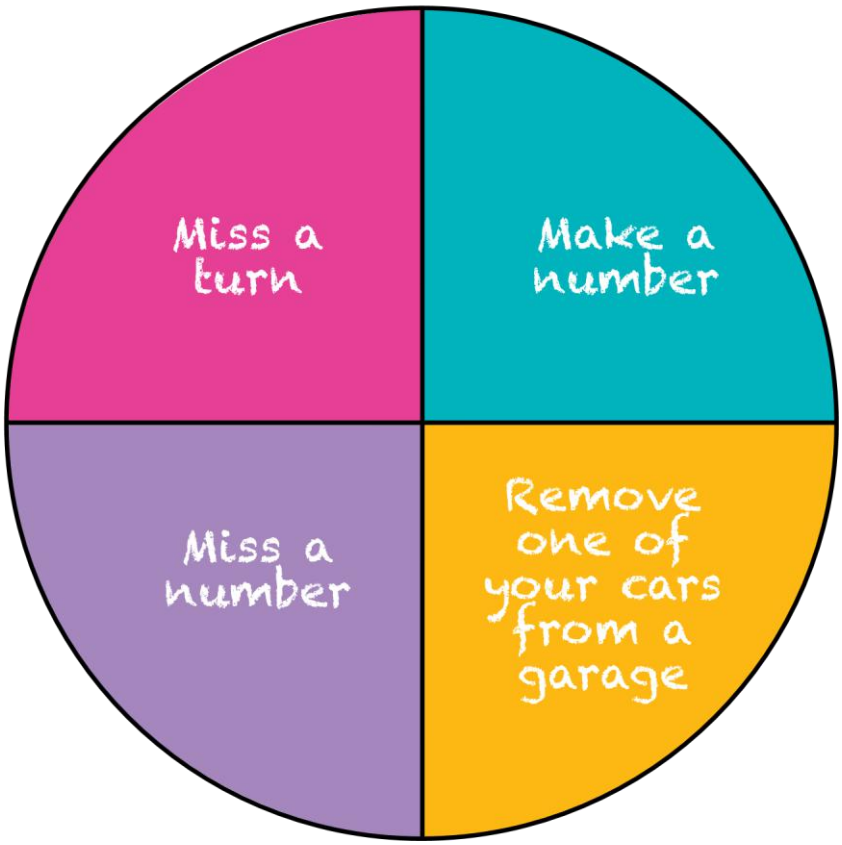
Remind the children about the rounding rule – when rounding to the nearest 10, if the number is below 5 we round down. If it is 5 or more, we round up, e.g., 44 rounds down to 40 but 46 rounds up to 50. This rule also applies to multiples of 100 – for example, if a number is below 50 (in the tens column) we round down; if it is over 50 we round up. Therefore, 65 rounds up to 100 and 125 rounds down to 100.

Each player picks a colour to write with and is given an equal number of cars. Play begins by spinning the 'Starter Spinner'; this will determine whether they have a turn. If they get to spin the number spinner, they must do this twice to create a two-digit number (or three times if playing the rounding to 100 game). They must write this number on a car and then correctly place it in the right garage using the rounding rule. If they get the answer wrong, they must keep the car. The winner is the first player to correctly round and park all their cars in garages.

How does this game support learning?

This game helps children learn how to round numbers to the nearest multiple of 10 or 100. Learning the rounding rule at this age will help them when they begin to learn how to round decimal numbers.

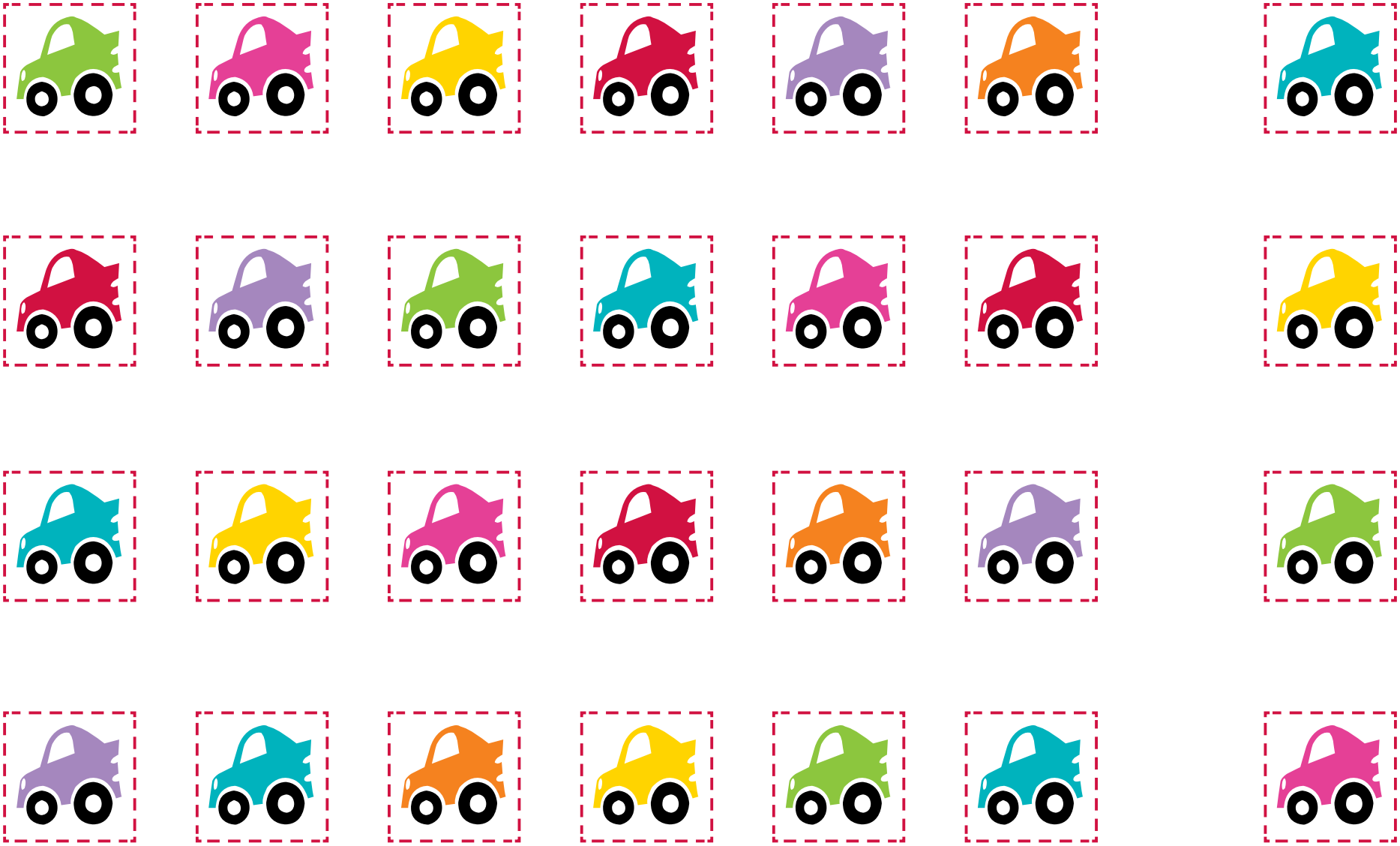
Rounding Garages



getting started spinner

Number spinner

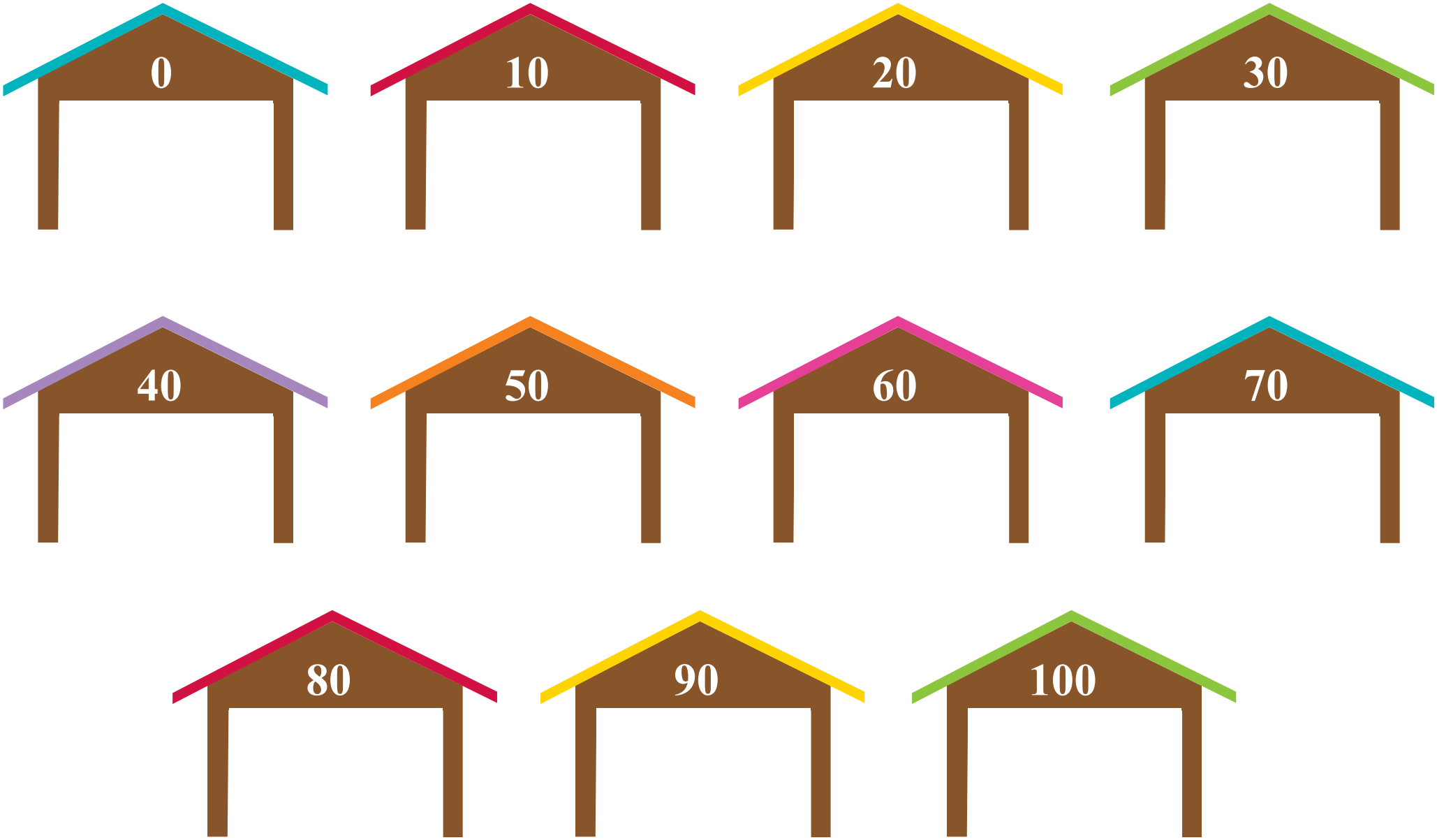
Rounding Garages



Rounding Garages – Rounding to the nearest 10

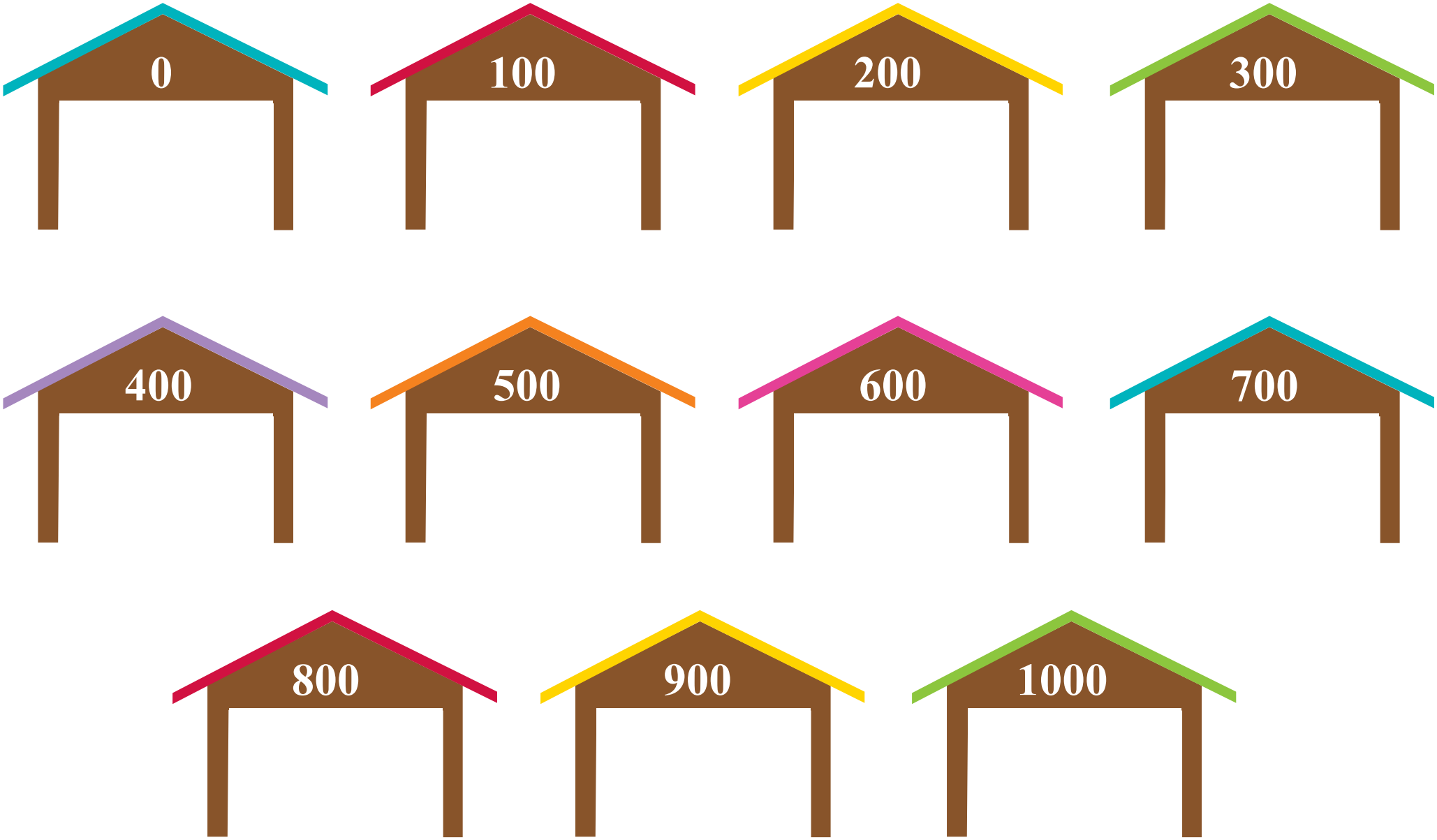
rounding garages – rounding to the nearest 10

Look at the cars. They have to park in their 'nearest 10' garage.



rounding garages – rounding to the nearest 100

Look at the cars. They have to park in their 'nearest 100' garage.



Shape Dominoes

Suggested age range	4 – 6 (Reception and Y1)
Number of players	1 – 4
How to prepare the game	• Print off the shape dominoes – ideally on card. • Cut out each domino.

How to play the game

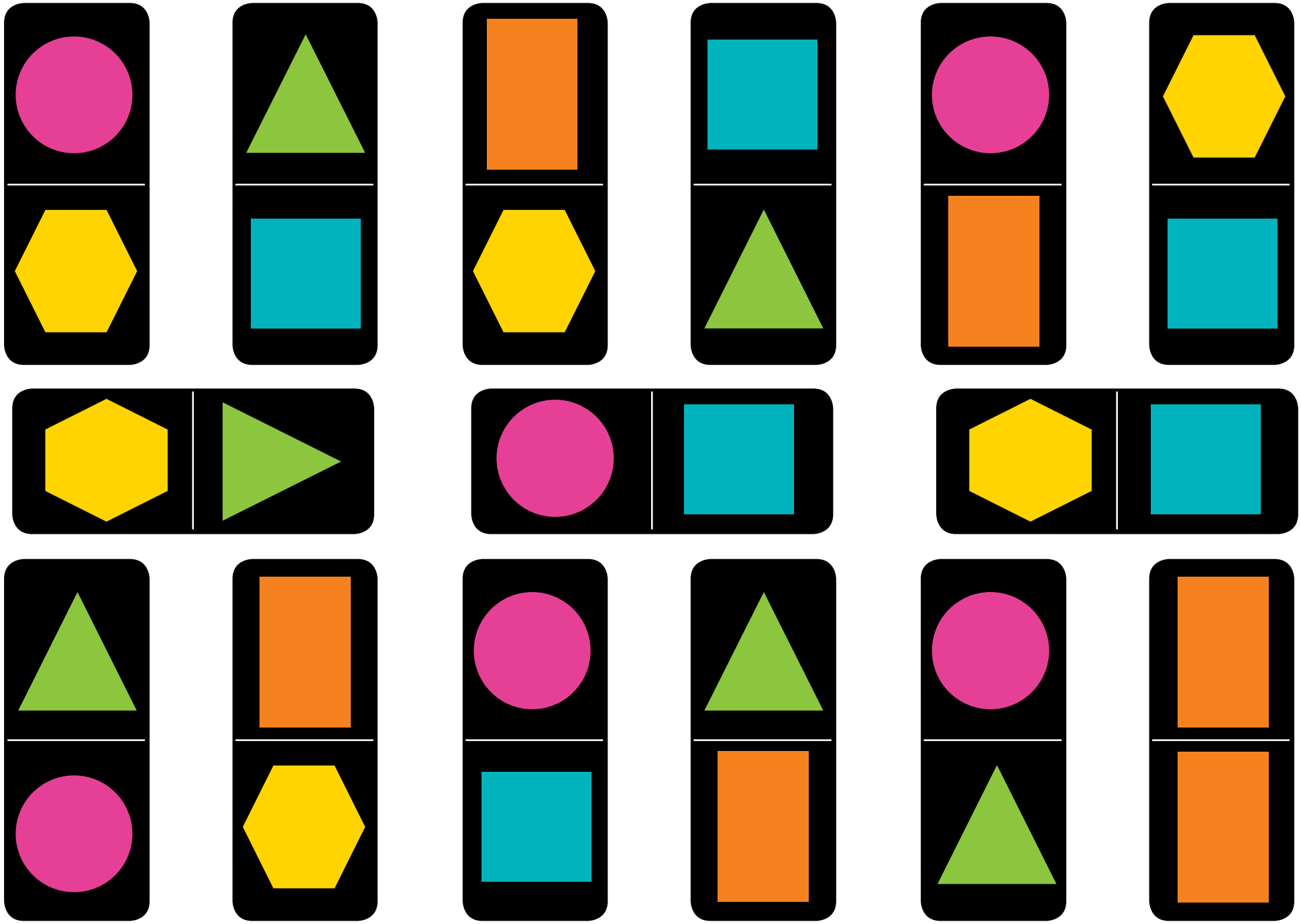
Before starting the game, hold up some of the dominoes and point to the shapes. Ask your child to name the shape, or name them together. Make sure everyone playing the game can identify each of the shapes. Give them little tips to remember them, for example, "Triangle has 'tri' in it just like your tricycle. How many wheels does that have?"

The dominoes are placed face down on the table and mixed up. Each player takes an even number of dominoes and keeps them hidden from the other players. The youngest player starts first and places a domino in the centre of the table. Play then works around the group in a clockwise direction. Players must match shapes on the dominoes and say the shape name. If they cannot go, they knock on the table and play passes to the next player. The winner is the first person to get rid of all of their dominoes.

How does this game support learning?

This game helps young children to revise important 2D shape names, a key learning objective both in Reception and Year 1. It will also help them to talk about, recognise and recreate simple patterns using shapes. Reinforcing the correct vocabulary and talking about the properties of these shapes will also help children with later shape work (identifying that a square has four sides whilst a hexagon has six, for example). It will also be beneficial to reinforce key vocabulary relating to position and movement, for example, "You have placed your domino next to mine" or "Your domino is behind that one".

Shape Dominoes



Shape Dominoes