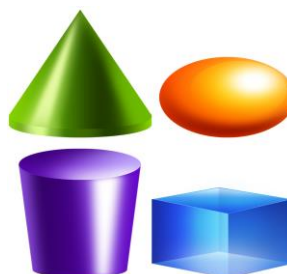
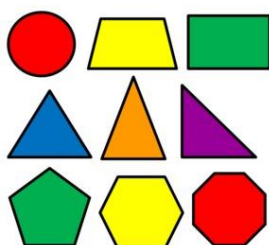
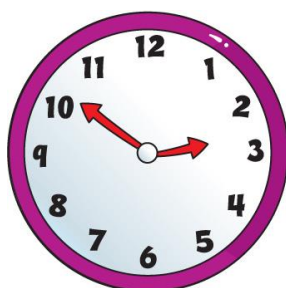
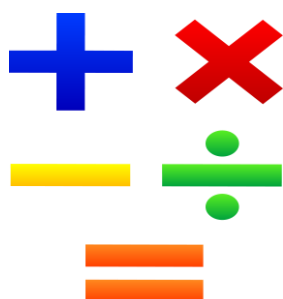




NURTURE ENRICH INSPIRE

Maths Games

for all the family



Our Top Tips

Whatever you do at home, make sure your child enjoys it. If your child struggles to understand, makes mistakes or gets bored; keep calm, make it easier, tell them a joke or take a break but please don't get cross or impatient and try not to tell them that you were no good at maths when you were a child. Actually making mistakes or getting stuck is a great way to develop our learning skills ... turn it from a negative into a positive. Maths is all about taking risks and trial and error so the act of perseverance is crucial in order to succeed. Getting it wrong is ok and so is trying lots of different strategies until you find the right one for you.

So what can you do to help?

Here are some quick and simple maths games. We hope they are helpful and support your children with developing maths skills whilst having fun with all the family. Many of the games can be played quickly which means you can play them when you don't have much time to spare. Having fun with numbers is the first step to developing confidence in maths and allows you show your children how you value maths and that you also find maths fun! When playing these games encourage your child to use mathematical language - see the attached sheet which shares useful vocabulary.

Mystery Number Game

Pick a number but keep in your head. (20) Say... it's a number between (1 and 30) Your child can then ask questions to try and guess what the number is. For example ... is it an even number? Does it have two digits? Is it less than 21? Is it greater than 5? Encourage your child to use mathematical language. This game is good for developing knowledge of numbers but also memory. The family can take it in turns to choose the number.

Fizz Buzz

Sit everyone in a circle and count round in 1's. When the number is a multiple of 10 you say fizz buzz instead. This can be adapted to playing fizz for multiples of 5 and fizz buzz for multiples of 10 or in anyway you choose.

<https://www.youtube.com/watch?v=bQiNu9Rau9A>

Ladders

Fold and cut a piece of A4 paper lengthways. On each piece of paper draw four equal lines so it divides the length into four equal sections. (The ladder) Then make a set of number cards depending on your child's understanding of the number system (0-10, 0-20, 0-50 or 0-100) Shuffle the cards and place them face down in the middle of the game. Take it in turns to choose a card and place it on your ladder. Is its value high, low or in the middle? The aim of the game is to put all your cards in order from the smallest to the greatest. You may need to miss a go as they may be no where to put a card.

True or False Popcorn

Choose a quiz master. The quiz master must make up different questions ask the family - these can be calculations or facts about time and shape. Some of the calculations or facts can be true and some can be false. For example... there are 50 minutes in 1 hour, (False) $40 + 60 = 100$ (True) If the statement is true the family jump up and if it is false you crouch down. Just like popcorn popping!

Number facts - throwing and catching

Decide on the number facts you are playing for. For example ... Number facts to 5, 10, 12, 20 or even 100. You could use doubles, halves adding 10, subtracting 10 etc. Throw the ball or beanbag to your child and call a number. The child must throw it back whilst calling out the correct answer.

Pick 'n' Mix

Have a box with all the families' names in. Take it in turns to pick a name put of the box then that person asks a calculation question or maths fact. The rest of the family have a set time to answer the questions. Score 5 points for each correct answer - who can reach 100 first?

Volcanoes and Lakes

Draw a volcano and think of a rule. For example odd numbers go in the volcano and even numbers go in the lake or multiples of 10 go in the volcano and all others go in the lake. Then ask your child to give you numbers and then place the numbers in the correct place depending on the rule. Your child then has to guess the rule for the numbers. Once your child is used to the game then they can have a go.

Spot the Mistake

Write out a small set of calculations with some correct answers and some wrong. Next ask your child to mark the calculations. If they mark some of them wrong then their job is to explain to you why you were not correct. You can also do this verbally by counting in the wrong order and they can tell you where you went wrong.

Alien Counting

Explain that this game involves an alien form of counting. Tell your child that each time you pat your shoulders it is a 'one' (unit). Each time you click your fingers it is a 'ten' and if you pat your head it is a 'hundred'. Use this technique to create a number. Can they tell you what it is? This will support your child's understanding of place value.

Extension - You can also use your arms to create an addition or multiplication sign and create calculations. Then your child has to answer using the alien's form of counting.

Guess my Shape

Ask your child to close their eyes and describe a shape to them. For example ... I am a 2D shape; I have 3 sides and 3 vertices. Ask you child to guess the shape. (I am a 3D shape, I have 2 edges, 3 faces and no vertices.) Then take it in turns to be the quiz master.

Extension

Ask your child to draw the 2D shapes then draw a line of symmetry or split the shape into halves, quarters or thirds.

What's the Question?

Give your child an answer and ask them what the question is. For example ... the answer is 20 so the question could be $10 + 10$, 2×10 , half of 40 or 4×5 . This generates lots of discussion.

Beat the Parent

Everyone in the family has a piece of paper and a pencil. The quiz master gives a calculation and everyone starts solving it. Give everyone a set time and the winner is the first to solve it. After everyone gives feedback about how they answered the questions and everybody can learn from each other.

Making numbers

Everyone in the family can draw two or three dashes _ _ _ (depending on your child's knowledge of the number system). Next roll a dice and call out the number. The players then choose one of the dashes to write the number on. Repeat this until everyone has a three digit number. Finally whoever has the biggest number wins a point. Keep playing and use a tally chart to keep score. Questions to ask - Does anyone think they have the biggest number possible? How do you know? You can vary the game by making the target the lowest number possible.

Extension- You can roll the dice more times to create larger numbers.

Football

Draw a rectangle for the outline of the pitch with five lines running across it. Then draw the goals and put the ball in the middle. (You could use a small ball or a scrunched up piece of paper.) Split the family into two teams. Make up some calculations closely matched to your child's knowledge and skills. If they get a question right then they move forward a line and if they get three in a row then they get to shoot the ball at the goal. (Flick with fingers if using paper) To save the gaol the other team must get their first question correct.