

# MATH GAMES



**Game:** Guess My Number

**Materials:** number cards

**Players:** 2 or more

**Instructions:** One player takes the set of cards and chooses a 'secret card'. Place this card face down. The other player/s try to guess what the number on the card is. The first player tells the other player/s whether the 'secret card' is higher or lower. The other player/s keep guessing until they guess the 'secret number'. Players then switch roles.

0 1 2 3 4 5 6 7 8 9 10



**Game:** I Feel

**Materials:** number cards

**Players:** 2

**Instructions:** One player sits opposite a row of number cards. The other player stands behind them and taps him/her on the shoulder a certain number of times. The player who is sitting counts the number of taps and picks up the number card to match.

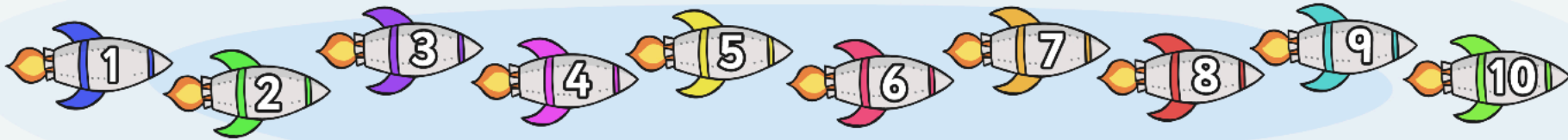
**Game:** Rockets

**Materials:** rocket board, dice, counters

**Players:** 1- 4

**Instructions:** Choose a rocket board. Roll a die and move your counter that many places. The winner is the first person to land exactly on rocket number 10.

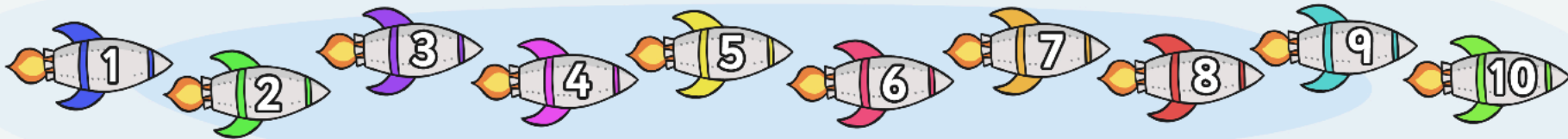
## Numbers 1-10 on rockets



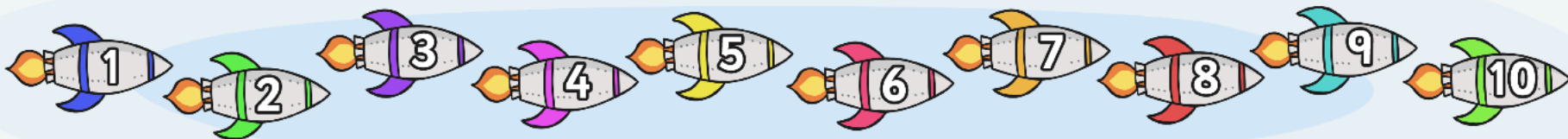
## Numbers 1-10 on rockets



## Numbers 1-10 on rockets



## Numbers 1-10 on rockets



**Game:** Memory

**Materials:** number cards, pattern cards

**Players:** 1 or 2

**Instructions:** Place the two sets of cards face down on a table in two rows. Players take turns to turn over 2 cards. If the number card and dot card match, the player keeps the pair. If the cards do not match, the player turns the cards back over. The game continues until all cards have been matched.

**Game:** Domino Parking Lot

**Materials:** dominos, domino parking lot board

**Players:** 1 or more

**Instructions:** Players select a domino, count the total number of dots and park the domino in the parking space showing the matching number. Keep playing until all of the dominos have found their parking space.

1	2	3	4	5	6



DOMINO PARKING LOT



7	8	9	10	11	12

**Game:** Ten Frames

**Materials:** ten frame, counters, dice

**Players:** 1

**Instructions:** Players take a ten frame and ten counters. Players take turns to roll a die, count the dots and place the matching number of counters onto the ten frame. Count how many blank counters and blank spaces are on the ten frame. Make sure to fill the ten frame horizontally across the top row first. Take the counters off and repeat.

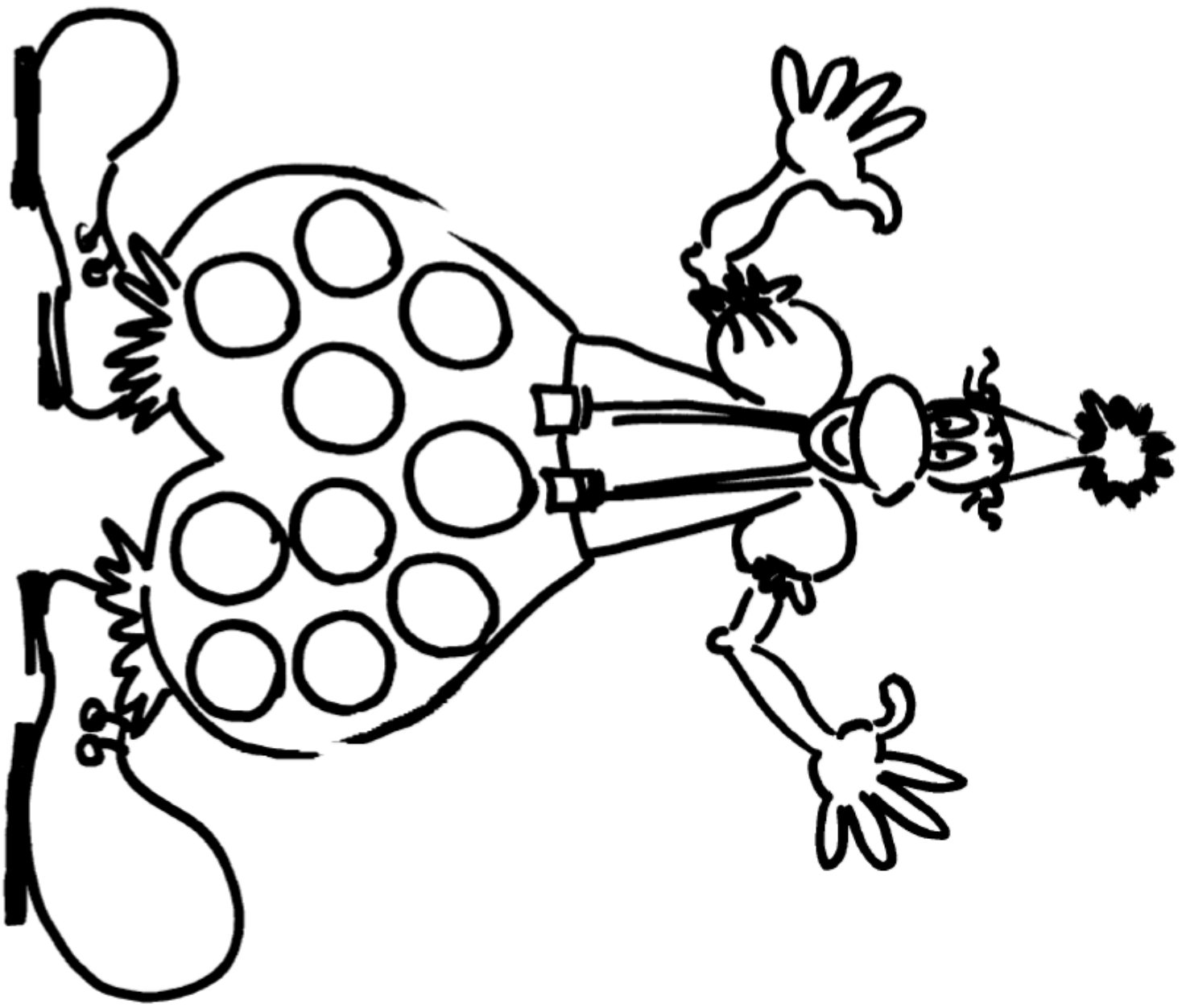
**Game:** Colourful Clowns

**Materials:** counters, dice, colourful clowns board

**Players:** 1 or more

**Instructions:** Players roll a die and collect the matching number of counters. Place the counters onto the circles on the clown's trousers. Continue rolling the die and adding counters until all circles are covered. To finish, players must roll the exact number needed to cover all the circles. When all circles are covered, talk about the clown's trousers. For example, "My clown has three red circles, five green circles and two yellow circles on his/her trousers."

# Colourful Clowns





**Game:** Pick Up Chips

**Materials:** counters

**Players:** 2

**Instructions:** Players take turns picking up a handful of chips (counters) and guessing how many they have picked up. One player then counts the chips out to the other player. The other player checks their counting and then takes a turn at picking up chips, guessing and counting. Once both players have had a turn, line the chips up in rows. Compare the rows and determine who has the greatest number of chips.

**Game:** Teddy Bear Race

**Materials:** counters, dice, teddy bear race board

**Players:** 1 or more

**Instructions:** Players line up counters at the start of the playing board, so that one counter is on each number. Players take turns to roll a die and move a counter one space each time its corresponding number is rolled. Play continues until all teddies reach 'home' on the playing board.



# Teddy Bear Race



1							
2							h
3							o
4							m
5							e
6							

h

o

m

e

**Game:** Go Fish

**Materials:** deck of playing cards,

**Players:** 2 or more

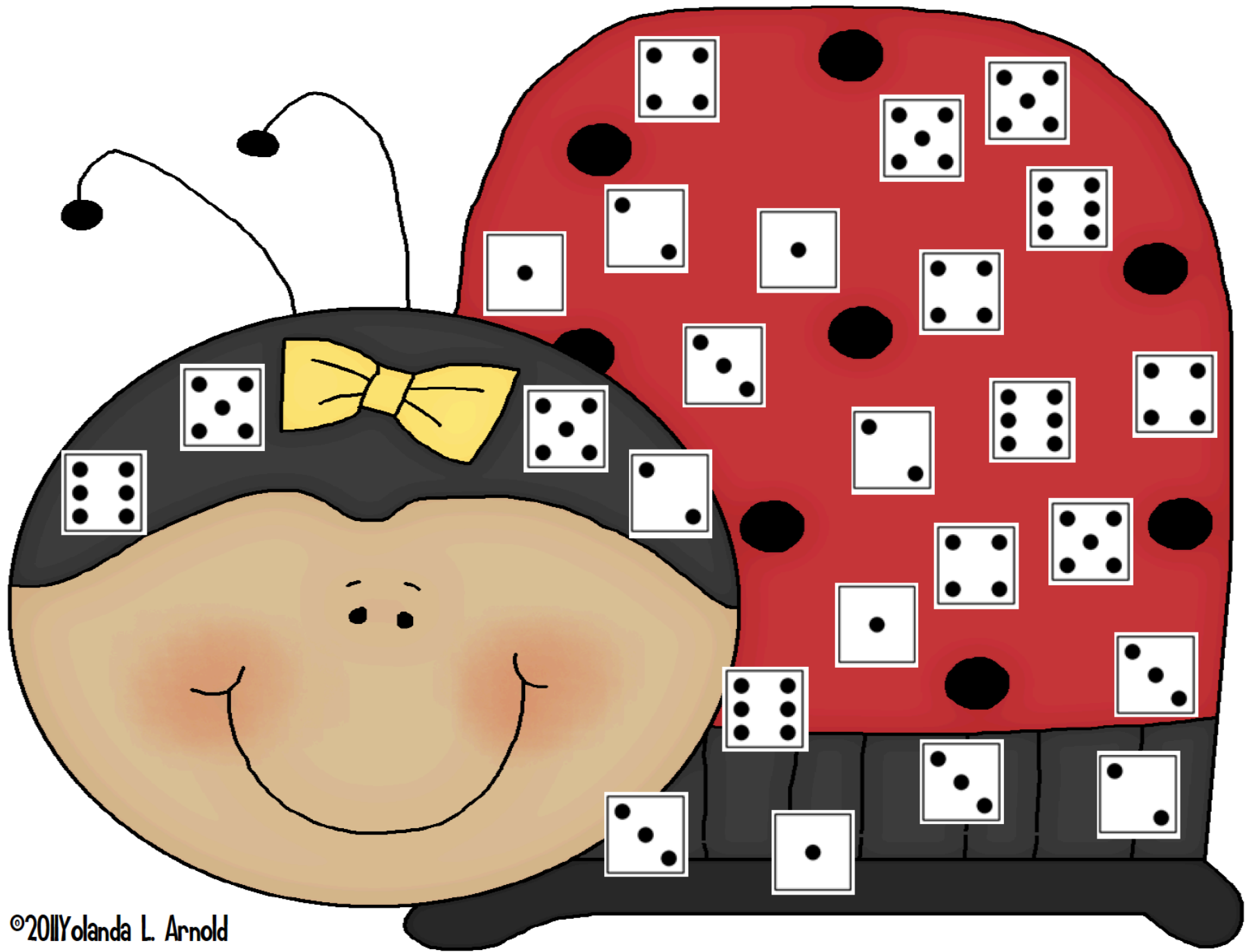
**Instructions:** Each player takes 5 cards each from the deck. The rest of the deck is then spread out in the middle of the players face down; this is called the pool. Each player gets a turn to ask another player if they have a particular card. For example, the player may ask Kathy if she has a 9. If Kathy has a 9, then she must give her 9 to the player. If Kathy doesn't have a 9, then she says "go fish". When you "go fish" you can take any card from the pool. If the player gets the card they asked for, either from the pool or from Kathy, then the player gets another turn. When a player has made a pair, the cards are placed face down and picks up another two cards from the pool. The game is over when there are no more cards in the pool. The winner is the player who has the most cards in their pile.

**Game:** Ladybug Roll and Cover

**Materials:** dice, counters, ladybug roll and cover board

**Players:** 1 or more

**Instructions:** Players take turns to roll a die and cover the matching dot pattern on the ladybug board with a counter. Play continues until all the dot patterns have been covered.



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