101 and Out

Players   2

Materials: 1 die, scratch paper

How to Play: Copy the game board below. Roll the die six times. Each roll has to count. You can count the rolls as either ones or tens. Keep a running total as you play. The closest to 101 *without going over* wins.

1	1 or 10	4	4 or 40
2	2 or 20	5	5 or 50
3	3 or 30	6	6 or 60

Player 1

10   +   50   +   4   +   20   +   4   +   3   =

Total   91

Player 2

50   +   6   +   10   +   30   +   2   +   4   =

Total 102 so out   Player 1 wins!

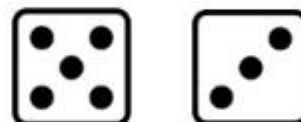## Closest to 100

Players   2

Materials: 2 dice, 120 chart (optional), scratch paper

How to Play: Roll two dice and create a 2-digit number.

This could make 53 or 35.

Now, mentally find the difference between the 2-digit number and 100. One way to find the difference is to count up. For example, if a number rolled is 53, count up by 10s and then add the 1s to get to 100.

$$53 \xrightarrow{+10} 63 \xrightarrow{+10} 73 \xrightarrow{+10} 83 \xrightarrow{+10} 93 \xrightarrow{+7} 100$$

53 is 47 from 100

For each round, the score is the difference from 100. The player with a score closest to 100 after 5 rounds wins.

Dice War

Players   2

Materials: 2 Dice

How to Play: Roll two dice and add the two numbers to find a sum. The sum becomes your score for that round. First player to 100 wins.

2 + 5 = 7

This game can also be played with subtraction

6 – 2 = 4

and with multiplication
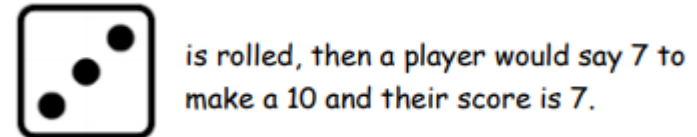
3 x 4 = 12

Make 10

Players   2

Materials: 1 or 2 dice, scratch paper

One die version: One die is rolled. Players try to find what number needs to be added to make ten. The number needed to make ten becomes the player's score for that round.

is rolled, then a player would say 7 to make a 10 and their score is 7.

Two dice version: Two dice are rolled. Players must add or subtract to make a ten.

two sixes are rolled. 6 + 6 = 12 so 12 – 2 = 10 so 2 is the score.

Draw a ten frame for support if necessary

Playing Card Activities:

Draw 8 (Deck of cards A=1 to 10)

Draw 8 cards into 2 lines of 4. Take turns to find a friend of 10. Replace missing cards after each go.

Make TEN – (Deck of cards A=1 to 9)

One player deals out ten cards in a row face up. The player then looks for a combination of cards that adds up to ten (8&2 or 2,1&7). Only one combination can be removed. The aim is to collect as many cards as possible. Once cards are removed from the row of 10, the dealer replaces these cards with others from the pack. Play continues until all cards are used or players can no longer make combinations to 10.

Up & Down – (Deck of cards 1 to 9)

Each player is given 4 cards face up. The remaining cards are placed in a pile in the middle of the table. The aim of the game is to be the first player to arrange the cards in either ascending or descending order. (This does not have to be consecutive eg/ 4,5,6,7 it can be 3,6,7,9)
The players take turns to exchange one of their cards with one from the pile. Exchanged cards are returned to bottom of the pile. The player to arrange their cards in order first is the winner.

Addition snap – (Deck of cards 1-9, two players)

Players divide the cards evenly between themselves.
Each player turns over a card at the same time. Players add the two numbers together as quickly as possible and say the answer aloud. The player who says the correct answer first, keeps the cards. Play continues until one player collects all the cards.

Addition and subtraction – Deck of cards 1-9 and a numeral card with "10".

Share the pack of cards evenly amongst the players.
Place the numeral card in the middle. Players take turns to turn over one of their cards next to the "10". If the card is red the students takes the number away from the ten, (encourage counting-back-from 10) and if the card is black the number is added by counting-on-from 10.

Playing Card Activities:

Highest total - (Deck of cards, two players)
Place cards face down in a pile. Players take turns to pick up two cards and add the two numbers together. The highest total collects all the cards from the round. The winner is the person with the most amounts of cards at the end of the game.

Addition to 10 or 20 - (Deck of cards, two players)
Place cards face down in a pile in the middle of the desk. Take turns to pick up a card, read the number and state what needs to be added to make 10 or 20. If the player says the correct answer they are able to keep the card and use scrap paper to record their number sentence. Play continues until there are no cards left. The player with the most cards wins.

Addition and subtraction - (Deck of cards, two players)
Players write numerals 1-10 on a number line. Each player is dealt three cards. Players use their cards to create as many addition or subtraction number sentences as possible E.g. If a 3.4.2 was rolled the player could cross out the 1 by saying 3-2 = 1. Players must record their number sentences. The game is repeated until one person has crossed out all of their numbers on the number line.

Clock game - (Deck of cards, two players)
Place cards face down in a pile. Players take turns to turn one card over at a time and races to place it in the correct position to make a clock face.

NB: The J and Q and will need to be substituted for 11 and 12.

Addition Quick Draw - (Deck of cards, two players)
Deal all of the cards out to two players. One player calls, "Draw" and both players turn over their top card. The first player to add the two numbers showing and say the correct sum winds the cards. The winner is the player who has the most cards.

Note: If an incorrect sum is said, that player must return a card already won to his or her pile.

Numeral Card Activities

Concentration, 10 to 20, numerals

0 1 2 3 4
5 6 7 8 9

Two players
Two students put the 20 cards face down on the desk. Students take turns to turn over two cards. If the cards match, the student keeps the pair. See who has the most cards when all have been picked up.

Race to 20

0 1 2 3 4
5 6 7 8 9

Pairs or individuals
Students start with a pack of cards in random order, and on "GO" place these in counting order on the floor or on the desk.
Variation: Place cards in backward counting order.

Highest number wins.

0 1 2 3 4
5 6 7 8 9

Pairs or small groups
Students place cards face down in a pile in the middle of the group, and take turns to pick up two cards. Put cards side-by-side to make a two digit number. Largest number in the group wins. Keep a score sheet.
Variation: smallest number wins.