

# Making Math More Fun

## Math Games Ideas

### For School or Home Education

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Black Line Masters for Math Games

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## 10. Dominoes

4+ years

2-4 players

### Need – set of Dominoes

Develops counting and matching skills.

Basic Rules – Great for littlies.

Dominoes are laid out face down.

Players pick their dominoes. (If 2 players – pick 7 each. If 3-4 players pick 5 each.)

Player with the highest double starts by laying a tile in the centre.

Other players take turns at joining to a tile joining a number to the same number.

If a player can't put down a tile, he picks one up.

First player to put down all of his tiles is the winner.

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## 11. Dominoes - Keepers

6+ years

2 players or 2 teams

### Need – set of Dominoes

Helps children learn addition facts.

All of the dominoes are placed in the centre face down.

Both players or one from each team pick up a domino at the same time.

Each player tells the sum of the dots on their domino, e.g.  $2+4=6$ ,  $5+3=8$ .

The player with the highest answer keeps both dominoes. If both players have the same answer, each of them keeps a domino. The winner is the player or team with the most dominoes when all dominoes have been picked up.

### Variation

#### Dominoes – Keepers – Multiplication

Played as above but players multiply the two ends of the domino instead of adding.

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## 12. Dominoes - Sevens

6+ years

2-4 players

### Need – set of Dominoes

Helps children learn addition facts.

Played as above in Game 10. Dominoes but this time only combinations that add to seven can be put down, e.g. if a 2 is down a 5 can be joined to it.

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## 13. Double Dice Addition

6+ years

2- 4 players

### Need – 2 dice for each player, counters, markers (or sweets)

Develops basic addition skills.

Each player rolls 2 dice. The numbers shown on a players dice are then added together. The player with the highest number wins the round and takes a counter. Continue play until a player has a given number of counters, e.g. 10.

## 26. Hangman

7+ years

2+ players

A challenging mathematical version of an old favorite!

If you don't want to use a Hangman, use another simple drawing instead, e.g. a flowerpot or a race car.

This game is played like the word version but a mathematical equation is used instead.

Draw one dash for every digit and symbol in the equation. This can be adjusted to the ability level or the students.

e.g. \_ \_ \_ \_ \_ (5+6=15)  
\_ \_ \_ \_ \_ (87-25=62)

For more complex equations, players could be permitted to use a calculator.

e.g. \_ \_ \_ \_ \_ 56x27=1512

Players take turns to say a digit or a symbol while the recorder places any correct digits or symbols in the equation.

The recorder is the winner if the Hangman is completed or the player who gives the final digit or symbol is the winner.

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## 27. Higher or Lower

7+ years

2+ players

A thinking game to improve number skills! Great for classrooms!

This is a 'Guess my number game'.

First decide how big the number can be, i.e. is it between 0 and 100; 100 and 1000 or 1000 and 10000. This will depend upon the ages of the children.

One person is IT. (This might be an adult or the teacher.)

IT thinks of a number and writes it down without telling or showing the others.

The other players take turns guessing the number and listening to the clues given by IT.

These clues will only be 'Higher' or 'Lower'.

IT says 'Higher' if her number is higher than the guessed number or 'lower' if her number is lower than the guessed number.

Winner is the child who guesses the number.

HINT – children might need to be encouraged to listen to the clues.

### Variations

#### Higher or Lower - Decimals

Played as above but with a decimal number instead.

Decide how many decimal places the number will have before starting, i.e. 1, 2 or 3 decimal places.

Players could be told that the number is between 2 and 4. (2.56)

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## 55. Time Bingo

7+ years

2+ players

**Need – toy clock face or draw clock on a black board**

Fun way to practice reading the time! Great for classrooms!

Each child makes their own bingo card by recording 6 times in digital form. Specify the range of times allowed. Range will depend on ability level of the children. E.g.

- only o'clock or half past
- only quarter to and quarter past times
- only times ending with 5 or 0 between 2:00 and 4:00

Bingo card might look like this -

The adult now shows times on the toy clock and the children cross off the times on their cards as they are shown.

First child to cross off all of the times on his card and call 'Bingo' is the winner.

2:15

3:25

2:05

2:55

3:20

3:00

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## 56. Toothpick Grab

5+ years

2+ players

**Need – toothpicks in a bowl**

Develops number concepts!

Players take turns to grab as close as possible to 10 (or 20) toothpicks. Count the number grabbed. The player with the closest to 10 can score a point or players score a point for grabbing exactly the right number.

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## 57. Twenty Questions Number Game

Great for classrooms!

7+ years

2+ players

IT selects a number within the range to be played, e.g. 1- 20, 1-100, 100-1000.

The number is written on a piece of paper but not shown to the others.

The other players then ask questions to help them to identify the number.

Only yes/no questions can be asked.

HINT – Encourage children to ask general questions to begin with, e.g. Is it odd? Is it higher than 50? instead of guessing the number, e.g. Is it 38?

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# Making Math More Fun Games Ideas

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SAMPLE