

# Making Math More Fun

## Math Print and Play Game Sheets

For School or Home Education

by Teresa Evans

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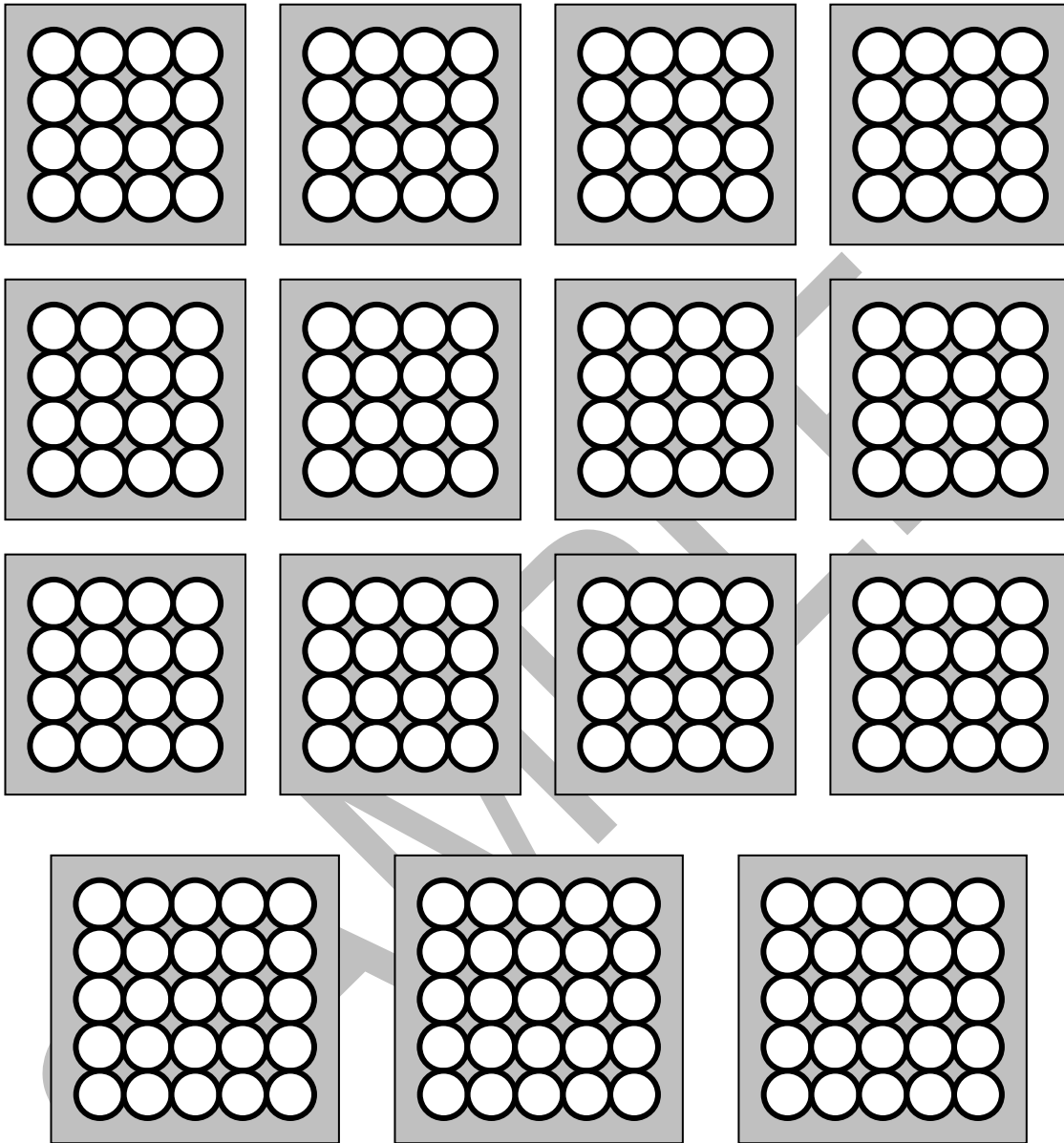
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# 1. Circle Rows and Columns



## Circle Rows and Columns

a game for 2 players

Need - pencils

Players take turns to color 1, 2, 3 or 4 circles in a row or column. If 2, 3 or 4 circles are colored, they must be in the same row or column. The winner is the player who colors the last circle.

In the bottom row of games up to 5 circles can be colored in each row or column.

## 17. Full House

<b>Player 1</b>					<b>Game 1</b>					<b>Player 2</b>				
9	9	5	1	7		9	9	5	1	7				
5	3	10	4	1		5	3	10	4	1				
2	8	3	2	6		2	8	3	2	6				
8	6	7	4	10		8	6	7	4	10				

<b>Player 1</b>					<b>Game 2</b>					<b>Player 2</b>				
4	9	1	6	10		4	9	1	6	10				
8	2	7	3	5		8	2	7	3	5				
2	10	5	1	8		2	10	5	1	8				
6	7	3	9	4		6	7	3	9	4				

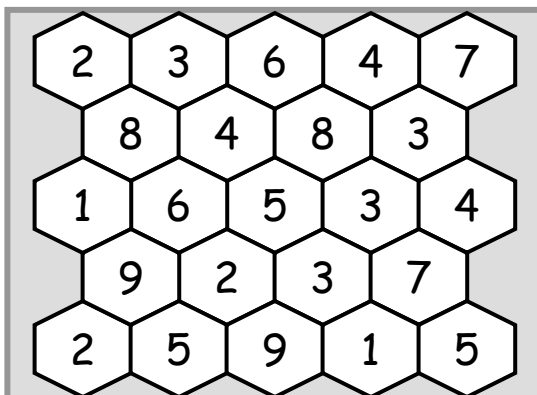
  

<b>Player 1</b>					<b>Game 3</b>					<b>Player 2</b>				
1	3	6	8	4		1	3	6	8	4				
7	10	4	2	5		7	10	4	2	5				
5	1	8	6	9		5	1	8	6	9				
2	9	7	3	10		2	9	7	3	10				

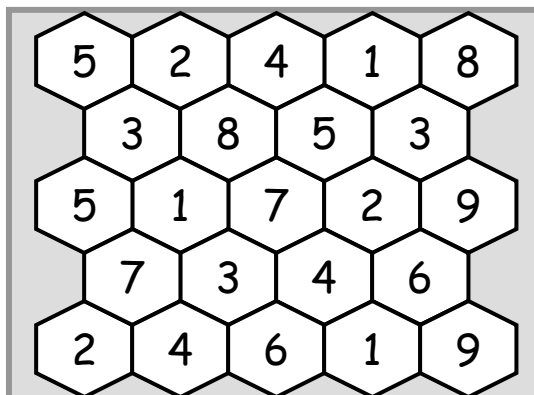
**Full House**                      a game for 2 players                      Need - 2 dice, pencils  
 Players take turns to throw the 2 dice and add the numbers together.  
 A player then colors any combination of numbers that add to this number, e.g. if 4 and 5 are thrown, this adds to 9 so the player could color 1, 2 and 6 or the player could color 9.  
 If a combination adding to the number is not available, the player does nothing.  
 First player to color all of numbers in his house is the winner.

## 27. Twenty-Seven

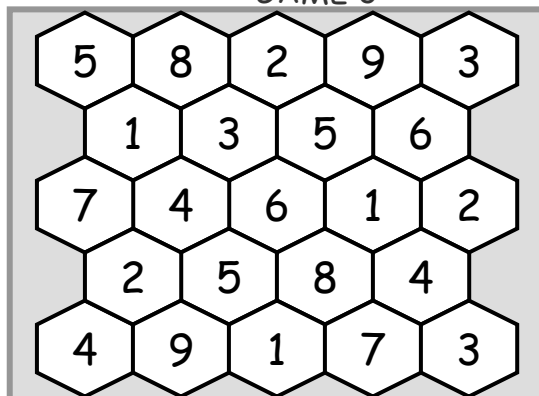
GAME 1



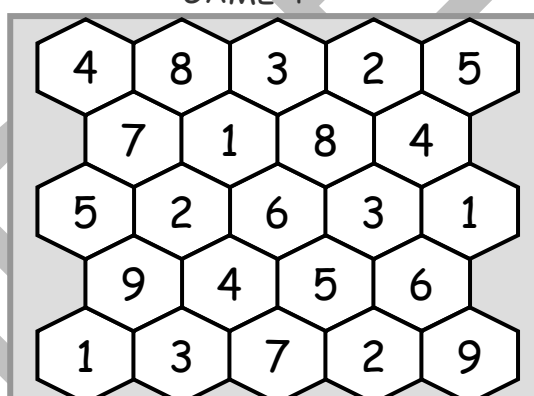
GAME 2



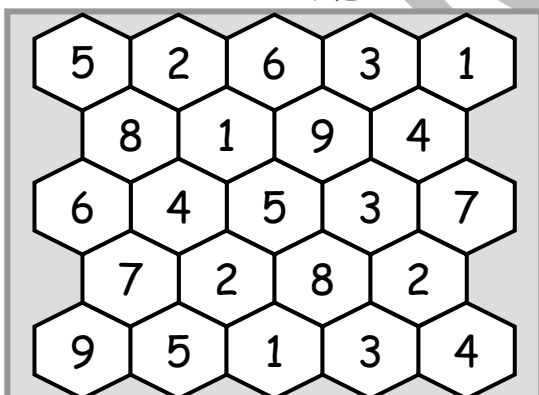
GAME 3



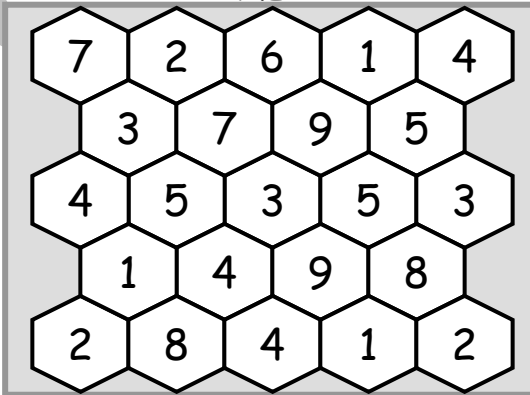
GAME 4



GAME 5



GAME 6



### Twenty-Seven

2 players

The first player colors a hexagon.

The second player colors a hexagon that joins to the first one.

This player adds this number to the first number and says the total.

Players take it in turns to color a hexagon that joins to the last one colored and add the number to the previous total.

The first player to reach exactly 27 is the winner. If a player goes over 27 they lose. If a player colors a hexagon and this blocks the other player from having a go they also lose.

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