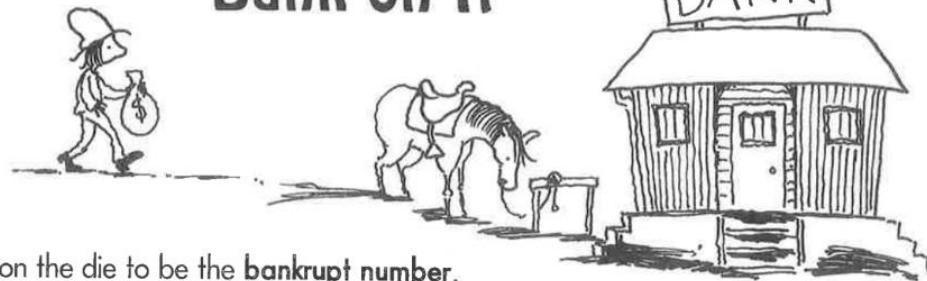


Maths fluency games –
choose 1 to play during the
week.

BLM 3

Bank on It



What you need:

• a die

How to play:

1. Choose a number on the die to be the **bankrupt number**.
2. Now start Game 1. Keep rolling the die and adding together the numbers rolled. Any player may stop adding at any time and bank the total as your score. Your aim is to bank the highest total before the **bankrupt number** is rolled. If the **bankrupt number** is rolled before you have banked your total, score a zero for that game.
3. Play all 10 games, adding your score for each game to your running total. After 10 games, compare your scores to find out who the winner is.

31

STRAND: Number

Focus:
Addition



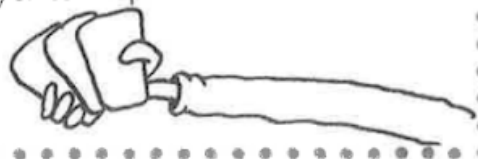
EQUIPMENT:

• a deck of cards per group with jokers removed

HOW TO PLAY:

1. Arrange the class into groups of four. Tell students to deal three cards, face down, to each player, then place the remaining cards in a pile on the table. Explain that the aim is to collect three cards of the same suit that add up to as close to 31 as possible. Cards from 2–9 have face value, aces are worth 11 and picture cards are worth 10.

2. Tell players to take turns to take the card at the top of the deck and then discard any one of their cards.
3. When a player is satisfied with their total, they must show their cards. The other players have one more turn to try and beat that total.
4. The player with the winning hand scores 1 point. If the winning hand is exactly 31, it scores 2 points. The first player to 10 points wins.



99 or Bust

What you need:

- a die

How to play:

1. You have seven rolls of the die to reach a total as close as possible to 99, without 'busting' or going over 99.
2. Take turns to roll the die seven times each. Every time you roll the die you can add either the number rolled, or ten times the number rolled, to your total. For example, if you roll a 5, you can add either 5 or 50 to your total.
3. Record your total after every roll. The winner is the player whose total after seven rolls is closest to 99, without going over 99.



Race to 30 (2 players)

You need a ruler or a tape measure, 2 counters/objects and 2 dice.

Start with both counters at zero. Roll the two dice and choose one to add to your total and one to subtract from your total. Move your counter along the ruler. The winner is the first to 30! Play a few games.

(You can start by counting in ones, then try and use some of your mental addition and subtraction strategies.)

Group 10

STRAND: Number

FOCUS:

Addition—bonding to 10



EQUIPMENT:

- a deck of playing cards per group, with jokers, tens and picture cards removed

HOW TO PLAY:

1. Arrange the class into groups of four.
2. Ask one student in each group to shuffle the cards and deal out 10 cards, face down, to each player.
3. Tell students to take turns to lay down a card, face up, forming a line of cards in the middle of the table.

4. Tell students to look out for a bond to 10, for example a 4 card placed next to a 6 card, or a 2, 3, and 5 card placed one after another. Ace cards are equal to 1. The first player to see a bond to 10 takes those cards. The winner is the last player left holding any cards.

