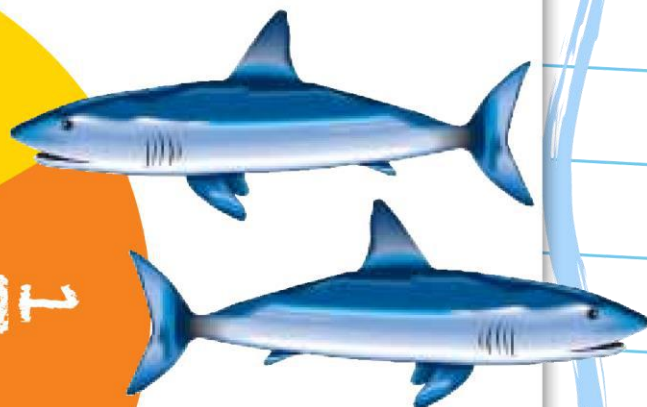
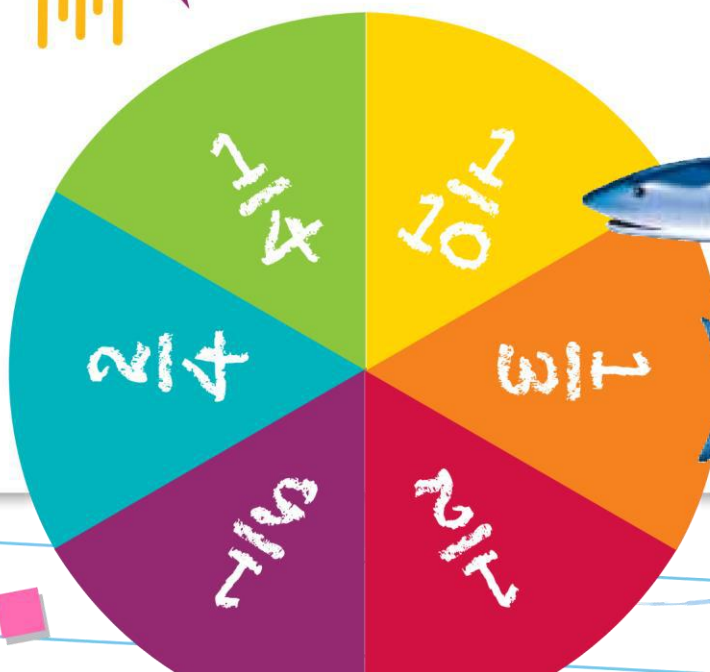
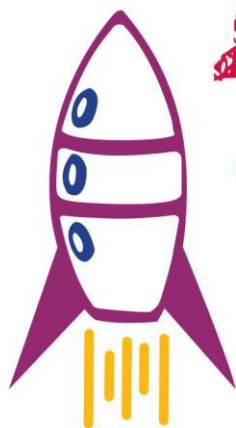


# Cool maths games for kids



## Space Battle

Suggested age range 6 – 9 (Y2 to Y4)

Number of players 2

### How to prepare the game

- Print off two game boards.
- Print off and cut out the spaceships and the wormhole cards.
- You will need to put up a barrier between the two players (a book, for example).

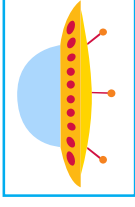
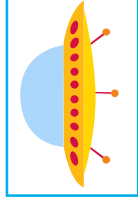
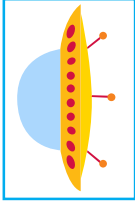
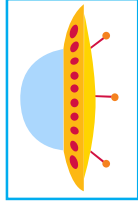
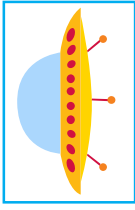
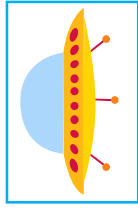
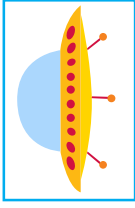
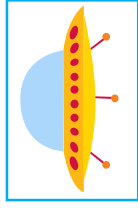
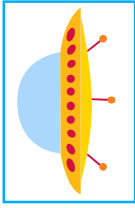
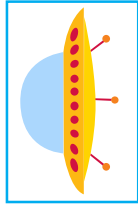
### How to play the game

- ▶ Each player takes a game board and places their 5 spaceships and their 5 wormhole cards on it (on different squares) without the other player seeing. Players then take it in turns to read out a grid reference. If a player reads out the grid reference for an occupied square, that ship is blown up and is taken off the board. If the grid reference of a wormhole card is read out, their shot is reflected and they lose one of their own ships. The winner is the player with the most ships left at the end.

### How does this game support learning?

- ▶ Before playing this game, remind children of the rule for coordinates – we always read the horizontal number before the vertical (we “go along the corridor and then up the stairs”). This game helps develop and revise an understanding of basic coordinates and also encourages children to use their memory skills to remember where they have fired.

Space Battle! spaceship and wormhole cards





★

★

★

★

★

★

★

★

★

★

★

10

9

8

7

6

5

4

3

2

1

★

		★								
					★					
							★			
								★		
		★							★	

1

2345678910



## Space Warp

Suggested age range 9 – 11 (Y5 and Y6)

Number of players 2 – 4

### How to prepare the game

- Print off the Space Warp board.
- Print off the counters and cut them out.
- Print off the spinner. Create an arm for the spinner using a paperclip. Thread a brass fastener through both the paperclip and then the spinner, making sure the paperclip can spin freely.

### How to play the game

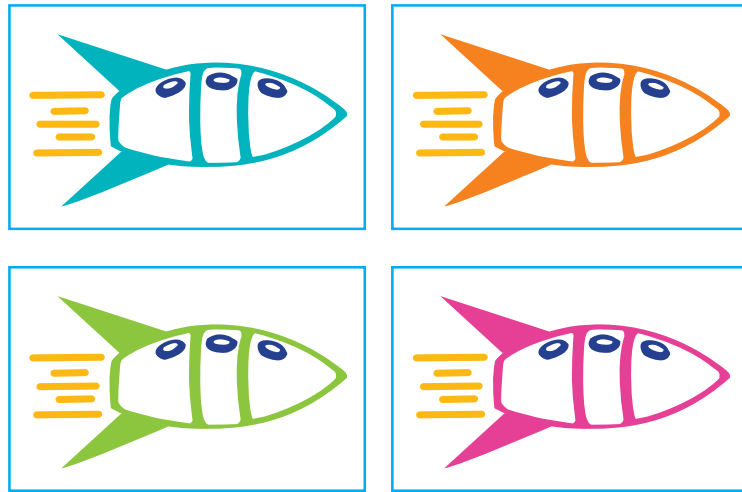
This game is all about revising the rounding rule and rounding decimal numbers. Share the example of 4.265891, which we want to round to two decimal places. We would start with the number 1: this is below 5 and so would round down to 0. We then look at the 9: this is greater than 5 and so we would round the next number (8) up to a 9. This 9 is also larger than 5 and so would mean we make the following 5 into 6. This 6 is above 5. We therefore end up with 4.27.

Explain to your child that the aim of this game is to get their spaceship home. If they land on a question square, they must answer the rounding question. A warp square means they can have another spin on the spinner. A wormhole square means they must switch places with the other player. The winner is the first player to get their spaceship home.

### How does this game support learning?

Rounding numbers and rounding decimals down into more manageable numbers is a useful skill which is developed in upper KS2. This game helps children revise the rounding rule and use it in a practical context working with decimal numbers.

## Space Warp



## Counters

















★ ★ Space Warp ★

FINISH		Round 555 to nearest 100			Round 999.99756 to two decimal places
What is 10 rounded to the nearest 10?			Round 355.056 to two decimal places		★
	Round 44 to the nearest multiple of 10	Round 12.12345 to one decimal place	★	Round 55 to the nearest multiple of 100	
Round 88.88 to 1 decimal place	★				
Round 1.2346 to two decimal places	What is 67 rounded to the nearest 100?		Can you round 55 to the nearest multiple of 10?		Round 78.1347 to one decimal place
START	What is the rounding rule?		Round 100.5678 to one decimal place	★	



## Stock the shop

Suggested age range 4 – 5 (Reception and Y1)

Number of players 2

### How to prepare the game

- Print off the shop sheets – one per player.
- Print off two apples and pears sheets per player and cut them out (buttons can be used instead).
- Print off the number spinners. Create arms for the spinners using paperclips. Thread a brass fastener through both the paperclip and then the spinner, making sure the paperclip can spin freely.

### How to play the game

Before starting the game, encourage your child to count up to 20 with you. See which numbers on the number spinners they can recognise.

Each player has a shop sheet – one player is the apple shop and one player is the pear shop. Players take it in turns to spin either the 1 – 10 spinner or the 11 – 20 spinner. They must read the number that the spinner lands on and then count out that number of pears or apples. They must then carefully count these onto the correct numbered shelf in their shop. If they spin the number of a shelf that is already full, they miss that turn. The winner is the first player to fill all the shelves in their shop.

**Note:** depending on the age/ability of the children, this game can be simplified down to just the numbers 1 to 10.

### How does this game support learning?

This simple game is designed to help young children with early number recognition, counting and ordering of numbers. Repeating the numbers and slowly counting them out each time will help them to recognise and understand the order of the numbers and associate the number with the quantity that it represents. These are vital early stepping stones in mathematical understanding.

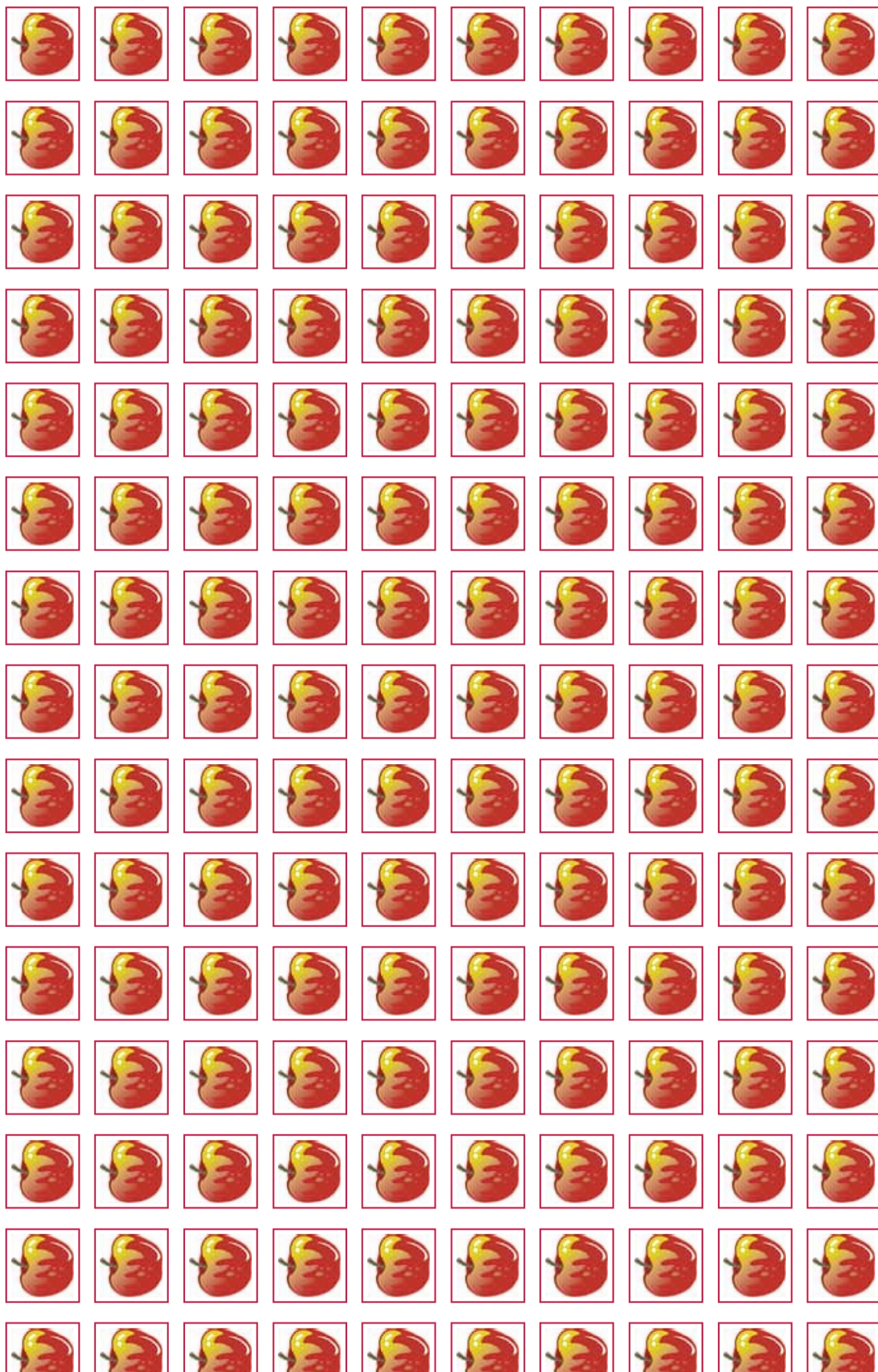
## Stock the shop



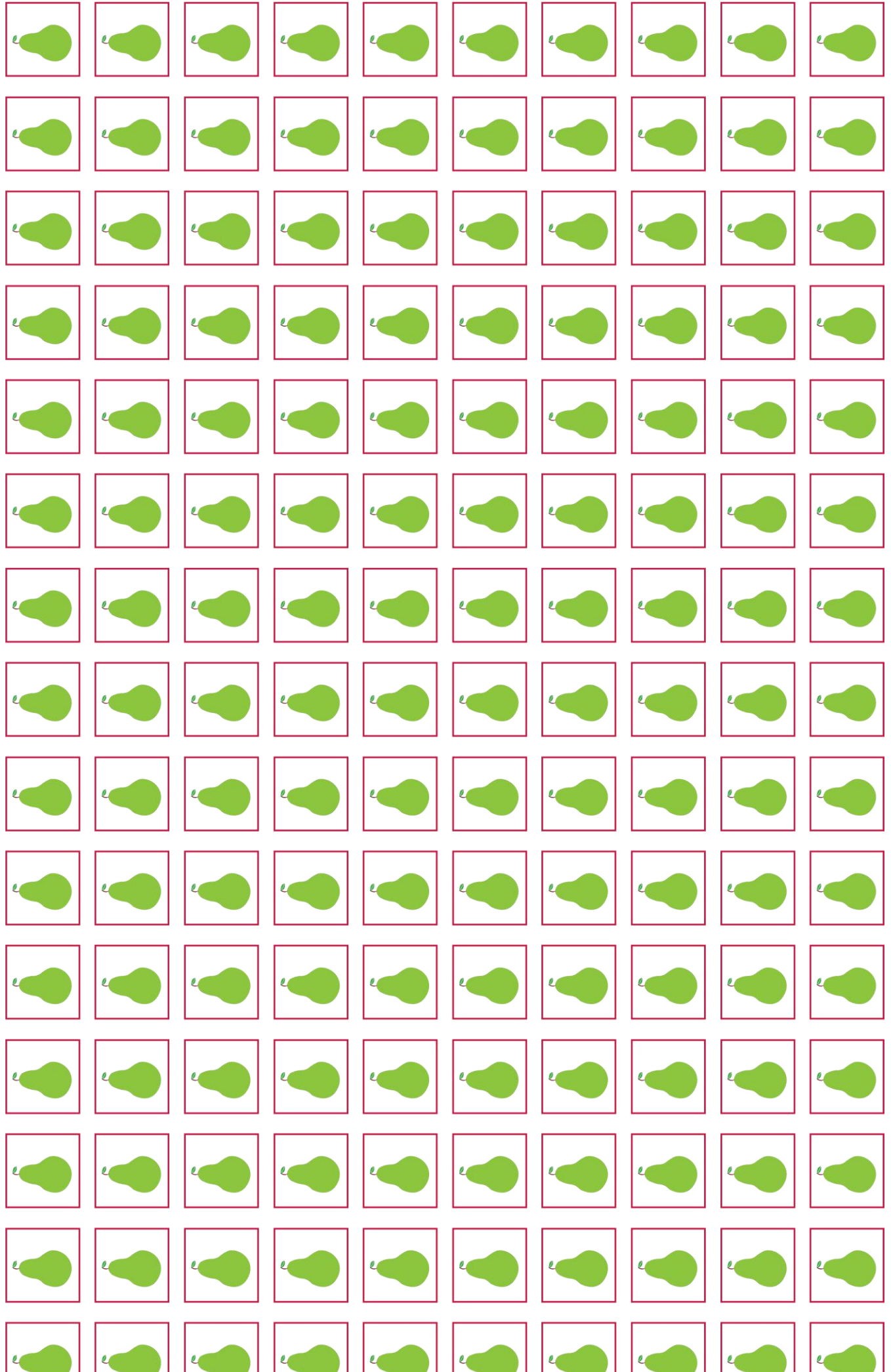


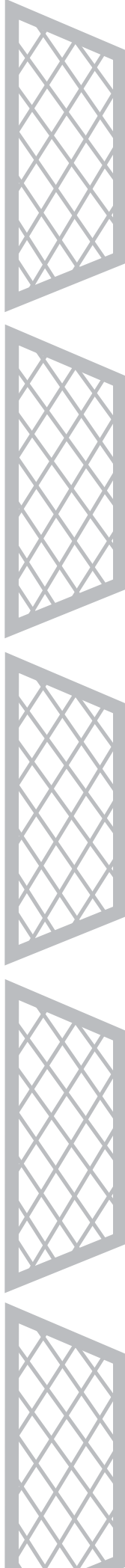
**Spinners**











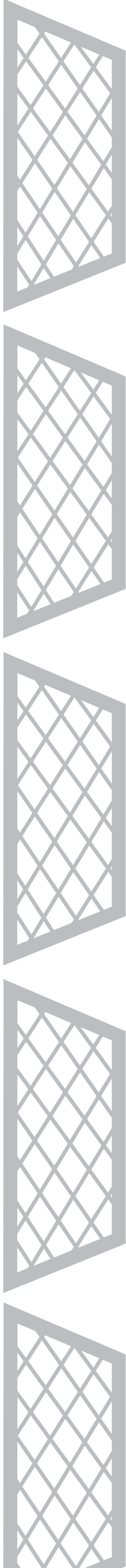
1

2

3

4

5



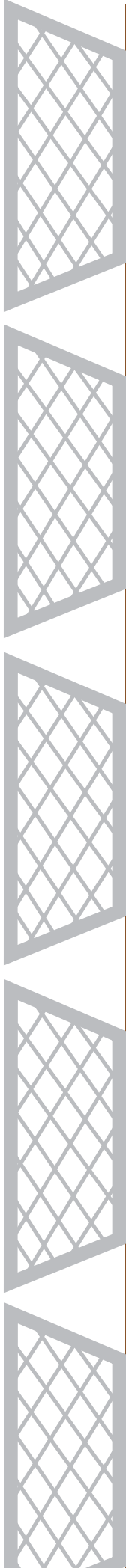
6

7

8

9

10



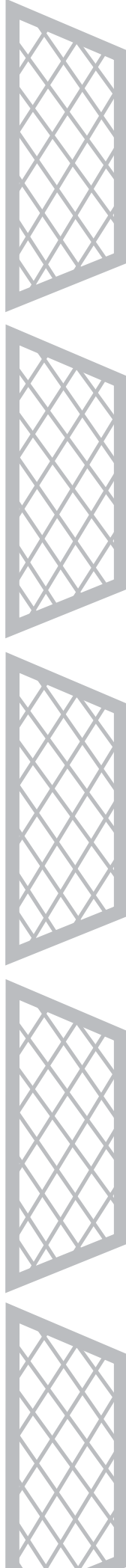
11

12

13

14

15



16

17

18

19

20

## Swim for it

Suggested age range 6 – 8 (Y2 and Y3)

Number of players 2 – 4

### How to prepare the game

- Print off the Swim for it board.
- Print off the fish counters and cut them out.
- Print off the spinner. Create arms for the spinner using a paperclip. Thread a brass fastener through both the paperclip and then the spinner, making sure the paperclip can spin freely.

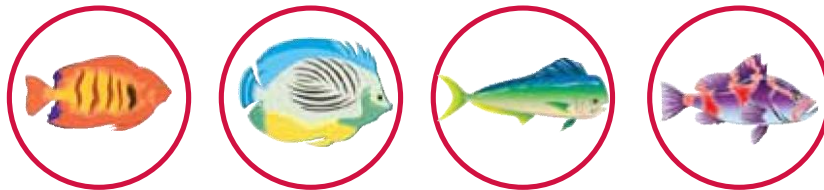
### How to play the game

Explain to the children that this game is about learning/revising addition bonds to 10. They can each concentrate on the same number or pick (or be given) their own number. Each player places their two fish on the start square. The player who spins the highest number goes first. Each player must spin the spinner and then decide how to move both their fish so that both moves total the number on the spinner. So, for example, if you threw a 5, you could move both fish 5 spaces – for example, one fish 4 spaces and one fish 1 space, or one fish 3 spaces and one fish 2 spaces. Players must avoid the obstacles on the board and be the first to get both of their fish to the finish line.

### How does this game support learning?

This game helps children to learn all the different addition bonds for the numbers 1 – 10.

# Swim for it



Counters



Spinner



**Fall  
asleep p...  
return to  
the Star T**



# MISS a TURN

## Swap places with your opponent

# MISS a TUR N

# FINISH



## Telling the time game

Suggested age range 6 – 8 (Y3 and Y4)

Number of players 2 – 4

### How to prepare the game

- Print off the game board.
- Print off and cut out the counters and the number spinner (or use a die). Create arms for the spinner using a paperclip. Thread a brass fastener through both the paperclip and then the spinner, making sure the paperclip can spin freely.

### How to play the game

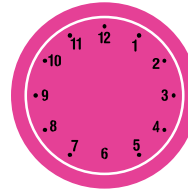
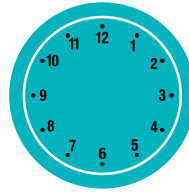
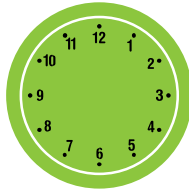
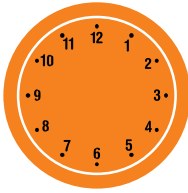
- Explain that this game is about revising how to tell the time on an analogue clock to the hour and half hour, and quarter to and past the hour. We will also be looking at some simple digital times.

Children place their counters on the start square. Each player spins the spinner or rolls the die. The player with the highest number goes first. They take it in turns to move up the board. Landing on a ladder means they can move up but a slippery snake means they must slide back. If they land on a picture square they must read that time – if their answer is incorrect, they must return to their original square. If they get it right, they can stay on that square. There are also question squares where they must answer the question correctly to remain on the square. Tell children to watch out for the time bomb squares as these will send them back to the beginning.

### How does this game support learning?

- Telling the time is a vital life skill which all children must master. In Year 2 children begin to learn time to the hour, half hour and as they move through Y3 they must be able to read time to the quarter to/past the hour and to the nearest 5-minute interval. They must also be able to make the connection between analogue and digital times. Time facts (for example, how many days are in the week) are also vital for children to know and these are woven into the game to help with recall and revision.

## Telling the time

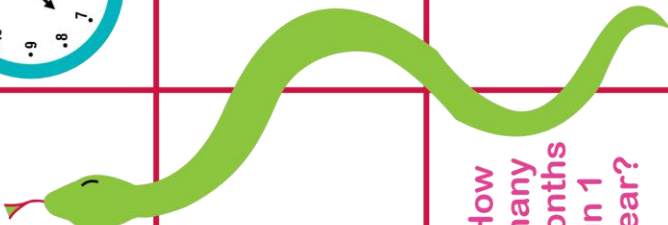
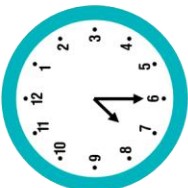









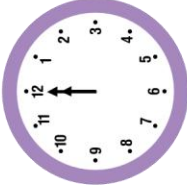
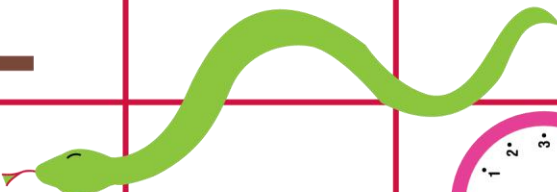







## Counters



## Spinner

Telling the time

FINISH							12:00		How many seasons are there? Can you name them?		TIME BOMB! Go back to the START!		How many days in 2 weeks?
	How many months in 1 year?					10:10	How many minutes in one day?		How many hours in 1 day?				
START						How many minutes in 2 hours?							



## The Weights game

Suggested age range 7 – 9 (Y3 and Y4)

Number of players 2 – 4

### How to prepare the game

- Print off the Weights game board.
- Print off the resource sheet and cut out the counters and/or spinner if required. Create arms for the spinner using a paperclip. Thread a brass fastener through both the paperclip and then the spinner, making sure the paperclip can spin freely.
- This game can be enhanced with the use of some kitchen weighing scales.

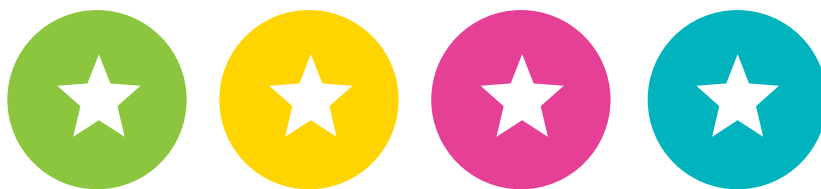
### How to play the game

- Children place their counters on the start square. Each player rolls a dice or spins the spinner. The player with the highest number goes first. Each player takes it in turn to roll/spin and move their counter accordingly. As with traditional snakes and ladders, if they land on a ladder, they move up and if they land on a snake they slide down. If a player lands on a question square or a picture square, they must answer the question or read the scale. If they get the answer correct, they may remain on the square. If they get the answer wrong, they must return to the square which they came from. If they land on a challenge square, a player must show an amount on the weighing scales and they must read this accurately – if no weighing scales are available, the challenge could be to ask them a question, for example, "Which is heavier, a pen or a pencil?" The winner is the first person to reach the finish square.

### How does this game support learning?

- As children move through Key Stage 2, they are required to read scales to a greater degree of accuracy. They also need to know measurement facts such as  $1000\text{g} = 1\text{kg}$  by heart. This game will help them to revise/learn reading different weights on weighing equipment and memorise the key weight facts that they need.

# The Weights game





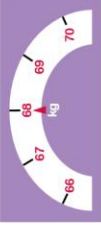

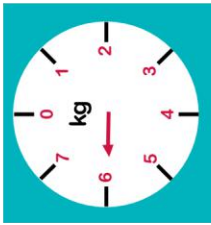

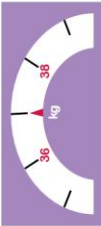





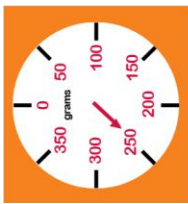







**Counters**



**Spinner**



The Weights game

FINISH	 Challenge!	I have 10kg. How many grams is this?			QUICK QUESTION! How many 500g weights do we need to make 4kg?		
	QUICK QUESTION! How many grams in 50kg?		 Challenge!	I have 8000g. How much is this in kg?			
 Challenge!	A chocolate bar weighs 100g. How much do 4 weigh?	 How many grams?		 How many grams?	How many grams in 12kg?		Challenge!
START		 Challenge!	Each book weighs 2kg. How heavy is a box holding 6 books?	QUICK QUESTION! Which weighs more, 1g or 1 kg?		 How many grams?	How many grams?