

Number Knowledge Games.

Stage 6-8

Approximately Years 5-6



To support your child to have fun playing with numbers.

Factor Facts

Learning Focus

Use basic facts to work out factors.

Equipment

2 players and 2 packs of cards with Jack, Queen & King removed.

Instructions

- Place 2 packs of cards face down
- Turn over the top two card to make a two-digit number, (For example 24)
- The first player says a tables fact about the number (E.g. 12×2)
- The second player must top that by saying another fact (E.g. 6×4)
- Continue until you get to the last fact. The last person to say the fact keeps the cards.
- The first player to get 20 cards is the winner.

Fastest Hundred

Learning Focus

Know combinations to make 100.

Equipment

3 players, 1 pack of cards with Jack, Queen & King removed and a calculator to check your answers.

Instructions

- Choose one player to be the judge. The other two players are opponents.
- The judge turns over two cards to make a two-digit number.
- The aim is to be the first person to shout out what has to be added to that number to make 100.
- If you are the first to answer and you get it right, you keep the cards.
If you are first to answer but get the answer wrong, the cards go to your opponent.
- Keep going until you have used up all of the cards in the pack.
- The winner is the player with the most cards.

Variation

Fastest Thousand. Turn 3 cards and call how many more to get to one thousand.

Three Up!

Learning Focus

Add a single digit number to a two-digit number.

Equipment

2 players and 2 packs of cards with Jack, Queen & King removed.

Instructions

- Make 3 piles of cards, face down.
- The first player turns over the top card from each pile and places the first two cards together to make a 2 digit number.
The player adds the single digit as quickly as possible.
- If they are correct, they keep all three cards. If not, the second player adds them together to work out the correct answer.
- Keep going until you have used up all of the cards.
- The winner is the player with the most cards at the end of the game.

3, 2, 1!

Learning Focus

Subtract a single digit number from a two-digit number.

Equipment

2 players and 2 packs of cards with Jack, Queen & King removed.

Instructions

- Make 3 piles of cards, face down.
- The first player turns over the top card from each pile and places the first two cards together to make a 2 digit number.
The player subtracts the single digit as quickly as possible.
- If they are correct, they keep all three cards. If not, the second player adds them together to work out the correct answer.
- Keep going until you have used up all of the cards.
- The winner is the player with the most cards at the end of the game.

Quickest Adder

Learning Focus

Add 2 two-digit numbers in my head (mentally).

Equipment

3 players, 1 pack of cards with Jack, Queen & King removed and a calculator to check your answers.

Instructions

- Chose one player to be the judge. The other two players are opponents.
- The judge turns over four cards to make 2 two-digit numbers.
- The aim is to be the first person to add the numbers together and shout out the correct answer.
- If you are the first to answer and you get it right, you keep the cards BUT if you are first to answer but get the answer wrong, the cards go to your opponent.
So, think carefully before you answer!
- Keep going until you have used up all of the cards in the pack.
- The winner is the player with the most cards.

Terrific Tables

Learning Focus

Know multiplication (times table) facts.

Equipment

2 players and 1 pack of cards with Jack, Queen & King removed.

Instructions

- Split the cards into two piles, face down.
- The first player turns over the top two cards and multiplies the numbers together.
- If they get the answer right, they keep the cards. If not, return them to the bottom of the pile.
- Take it in turns to turn over the cards and answer the question. Keep going until you have used up all of the cards.
- The winner is the player with the most cards at the end of the game.

Running forwards

Learning Focus

Add numbers in my head (mentally).

Equipment

2 players, 1 pack of cards with Jack, Queen & King removed and a clock/timer.

Instructions

- Place the pack of cards, face down, in front of the first player.
- They have 30 seconds to add as many cards together as they can, making a running total.
(Eg $3+4=7$, $7+5=12$, $12+5=17$)
- Once the time is up, give the cards to the second player to check the answer is correct.
- Swap over.
- Whoever added the most cards gets 5 points.
- Play again, until one player scores 25.

Running Backwards

Learning Focus

Subtract numbers in my head (mentally).

Equipment

2 players, 1 pack of cards with Jack, Queen & King removed and a clock/timer.

Instructions

- Place the pack of cards, face down, in front of the first player.
- They have 30 seconds to subtract as many cards as they can from 100, keeping a running total.
(E.g. $100-5=95$, $95-3=92$, $92-7=85$)
- Once the time is up, give the cards to the second player to check the answer is correct.
- Swap over.
- Whoever subtracted the most cards gets 5 points.
- Play again, until one player scores 25.

Rounding big numbers

Learning Focus:

Round numbers to the nearest 10, 100 or 1000.

Equipment:

Playing cards. (Ace = 1, Jack = 0)

Instructions:

Take 5 cards and arrange them to make a number.

Ask your child:

- How do you say that number?
- Can you round it to the nearest 10?
- Can you round it to the nearest 100?
- Can you round it to the nearest 1000?

Ask your child to rearrange their cards to make a number close to a thousand number you choose.

For example if the cards are 4, 8, 2, 7, 6 you could ask your child to make a number close to 46000 and expect 46 267.

Variations:

- You could start with 4 cards instead of 5 cards.
- Two players could make numbers and to see who can make the biggest number.

Smallest Number Challenge

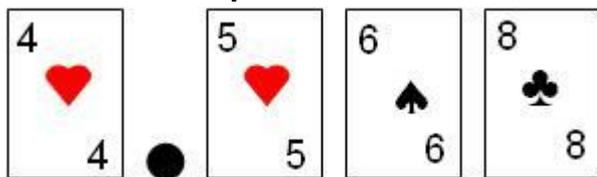
Learning Focus: Order decimals with three decimal places.

Equipment:

- A set of cards with the face cards and number ten in each suit removed
- 2 small round objects to represent a decimal point.

Instructions:

- Cards are shuffled and placed face down in a pile.
- The first player draws 4 cards and turns these over. They use these cards, and a button, to make the smallest number possible with three decimal places. For example, if the cards 6,8, 5 and 4 are drawn:



- The next player takes their turn by drawing four cards and using these to make a number that is smaller than the number made by the previous player. They must use all the cards and the number must have three decimal places.
- Play continues in this way until one of the players is unable to make a number smaller than their opponent's. Their opponent then wins that round and scores a point. The first player to reach 5 points is the winner.