

## Maths Games

Children can learn lots of Maths skills by playing games and having fun.

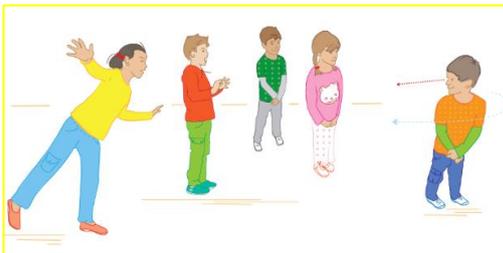


### Number Hunt

Hide the numbers 1 to 20 in your house or garden and ask your child to find the numbers.

When they have all the numbers collected ask them to order the numbers from the smallest to the biggest. Then order them from the biggest to the smallest.

Print the numbers or get your child involved in the activity by writing the numbers for you.



### What's the Time Mr Wolf?

Ask your child to stand at one end of the garden or the room with their back to you or the other players.

You shout, "What time is it Mr Wolf?"

The Wolf answers 3 o'clock.

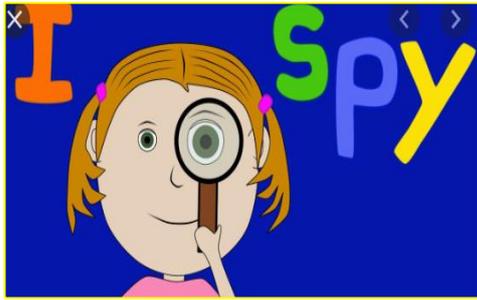
You take 3 steps towards the wolf.

Ask the question again and again creeping up to the wolf.

The wolf can keep saying the time until he/she decides to say, "Dinner Time!"

Then the wolf will turn and chase the other players.

The child/adult the wolf catches is the new wolf.



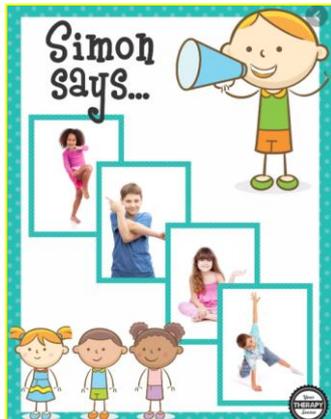
### **I spy**

I spy with my little eye something **on top** of the press that sounds like h.

I spy with my little eye something **through** the window that sounds like s.

I spy with my little eye something **underneath** the table that sounds like l.

I spy with my little eye something to the **right** of the television that sounds like s.



### **Simon Says**

Ask your child to point to their **right or left** eye/ear/foot/knee/shoe etc

"Simon says point to your **right** ear.

Simon says show me your **left** hand.

Simon says lift up your **right** arm.

Simon says hop on your **left** foot etc.



### **1kg/Weight**

Find a bag of sugar that weighs 1kg.

Ask your child to hold it so that they become familiar with what 1kg feels like to hold.

Ask them to find objects in your home that they believe to be the same weight as the bag of sugar.

Collect objects lighter than, heavier than or the same weight as a kilogram.



### Fish for Ten

Use a pack of playing cards or make number cards.

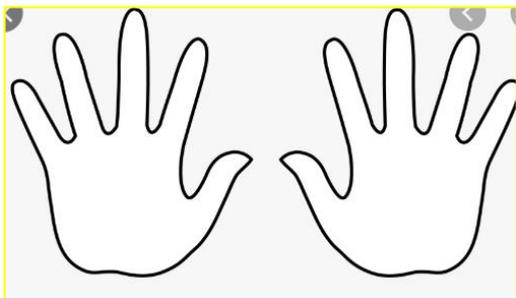
Tell your child the Ace will be number 1.

Remove the King, Queen and Jack.

Place all the cards on the table/floor numbers down.

Ask your child to turn over two cards to try and make a total of 10.

If they pick up a 6 and a 4 they get to keep the cards. The person with the most cards at the end is the winner.



### Counting Fun!

Both you and your child put your hands behind your back.

Say this rhyme together

**"Add them together 1,2,3**

**How many fingers can you see?"**

Next you both take your hands out again with some fingers showing and others hidden. Ask your child how many fingers there are altogether.



### Beat the clock

Give your child a number e.g 16

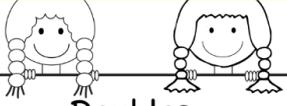
Using a timer give them 1 or 2 minutes to write down as many different combinations that total to 16.

$$8+8=16$$

$$10+6=16$$

$$14+2=16$$

The next time you play give them a different number.



**Doubles**

$1+1=$	$7+7=$
$2+2=$	$8+8=$
$3+3=$	$9+9=$
$4+4=$	$10+10=$
$5+5=$	$11+11=$
$6+6=$	$12+12=$

### Double/Table Race

Ask your child/children to stand at the end of the hall/garden.

Another child or an adult calls out doubles/near doubles or another table your child is learning.

The first child to answer correctly gets to take a step forward.

The child who reaches the opposite wall first is the winner.

*If you have one child playing the game write down some table facts and set a timer. Ask them to "Beat the Clock" Decide on an appropriate time to set together.*



### Go Fish

Place number cards on the table/floor.

You could use a pack of Playing Cards or make your own cards.

Ace = 1

Jack = 11

Queen = 12

King = 13

Give your child a target number "Today we are making a total of 14"

Ask your child to pick up two cards.

If the total is 14 they keep the cards.

If not they place the cards face down back on the table.

The next time you play the target could be different number.