

Ideas for Basic Facts

Shared at our Partnership meeting

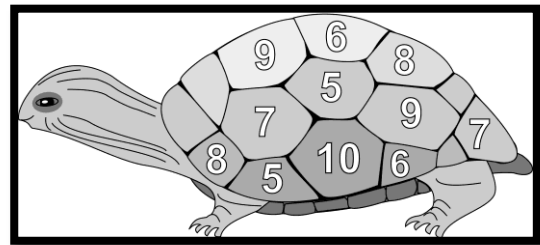
Thursday 5th August

Once again we share some more of the ideas.



Year 1 & 2

- **BIG NUMBER MAT** - Children throw 2 or 3 beanbags the first one to add up the numbers correctly throws next time. This can be repeated with subtracting the smallest number from the biggest one. Alternately It could be the first child to jump on the number before/ after a given number. The scorer uses one hand for each player and the winner is the one who reaches 5 first.
- **Doubles rap** – “1” (hold one finger out to the left) “and 1” (hold one finger out to the right) “makes 2” (put fingers together in front of the body). Tap, Tap on your knees. Continue with doubles to “5 and 5 makes 10” Can you go backwards and say what half of a number is?
- **Murtle the Turtle** – This can be found at <http://www.nzmaths.co.nz/material-masters>
Number a dice 0, 1, 2, 3, 4, 5. Roll and add to 5. Use coloured counters to cover up Murtle the turtle.

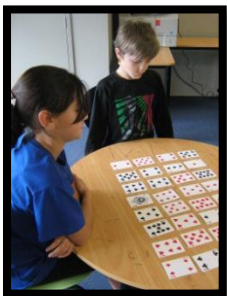


Year 3 & 4

- **Tens Bingo** – create a couple of bingo game cards with the ‘answers’ on it. Roll a ten sided dice (or use a pack of cards) to multiply by ten. Cover the answers as you take turns.
- **Quick throw** – Throw and catch a ball. State what you are ‘making’ (e.g. making 10, making 100, or making 1000). One player calls out 6 as they throw the ball. The other player must call back 94 to make 100.
- **Bridges** – See the final page of this document. A printable page that can be used with dominoes.

Year 5 & 6

- **I spy** – Deal out the cards in 4 rows of 8. (Could start with 4 rows of 4) The caller looks and then says “I spy...”
 - A pair that makes 10
 - Two numbers that make 15
 - Two numbers that when multiplied make 25 (5 and 5)
 - Two numbers with a difference of...
 - **THE cards MUST be touching**
 - Vertically
 - horizontally or
 - diagonally.
- **Interactive websites** –
 - <http://resources.oswego.org/games/mathmagician/cathymath.html>
 - http://www.multiplication.com/interactive_games.htm
 - <http://www.sheppardsoftware.com/math.htm>
 - http://www.mathplayground.com/balloon_invaders.html



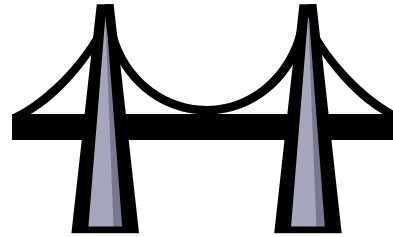
Bridges

Place your dominoes in the boxes to make the bridges for these additions. You need to identify what needs to be added to the number on the left to make the 'tidy number' and then what number will be added to make the number on the right.

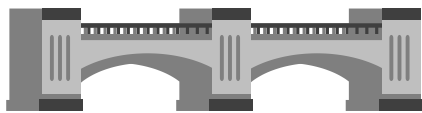
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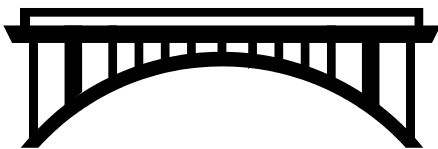
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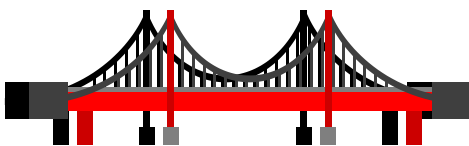
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