



# Ideas for Basic Facts

Shared at our Partnership meeting  
Thursday 5<sup>th</sup> August



Obviously activities to reinforce basic fact knowledge vary depending on what Stage of the Numeracy Framework students are at. If you attended the afternoon you would have gained the Stage Information regarding Basic Fact development. Please email me [jessmilne@glamorgan.school.nz](mailto:jessmilne@glamorgan.school.nz) if you would like a digital copy of this progression.

Below we have included a selection of the activities that were shared by students of the following year groups. They can be used for a variety of ages so try out ones from different levels too.



## Year 5 & 6

- **Go Multiply** – like ‘Go Fish’ but you need to ask for the card you need using your multiplication knowledge. “Do you have a number when multiplied by 7 equals 70?” Hand over the 10 or “Go multiply” by picking up from the middle.
  - For an added challenge – ask your partner to “Go Divide” so that next time they have to do just that.
- **Cards Multiplication Basic Facts** – either choose one card and do all the times tables that go with that number (e.g. 3x) and flip over one stack of cards to work out the multiplier.
  - Added challenge - have two piles. Overturn one from each pile and times the two numbers together.
- **Dice Games** as shared last email (The PDF file) – These kids are into it
- **Number mat** – Draw a grid 4 X 4. Write numerals in the squares.
  - In pairs jump on a number each and then add or subtract
  - Start on zero and jump on even numbers to 10
  - Start on 1 and jump on the odd numbers to 9
  - What two numbers when multiplied equal 18?
  - In pairs one person jumps on a number and the other person jumps on a number to make 10, 12, 20, etc.

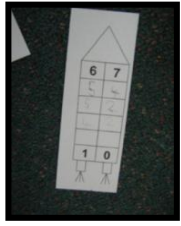


## Year 3 & 4

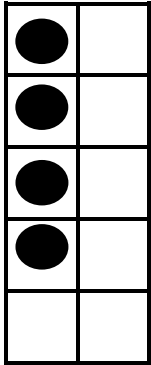
- **Making 20** – write on flash cards numerals from 0 – 20. Place these face down on the table. Each player takes turns to flip and match combinations to 20. Like memory, if you get a pair, have another go.
- **Add it up** – flip two cards and add the numbers together. First to call out, wins the pair. Can also be played to find the difference e.g. 9 and 4 – the difference is 5.



- **Rockets** – working on place value and sequencing numbers  
(Encourages language of greater than, less than, tens, ones and order)  
Roll 2 dice.  
Think carefully.  
Choose your tens and ones eg a 4 and a 6 could be 46 or 64  
Write your number in the rocket  
To blast off in this rocket you need to have your numbers in order from 10 – 67



## Year 1 & 2



- **5 and ?** - with digit cards (0-5). Place a 5 card on the table. Overturn a card and add to 5.  
How quickly can they get through the pack?
- **Tens Frame Flash** – Flash the tens frame – How many dots? How many spaces? What was that number? How is it made? (Work up to 5, then to 10)
  - The template for 10s frames are attached.
  - Tens frames can be used instead of a dice when playing Monopoly or Snakes and Ladders
- **Walk the Plank** - Children throw the big dice and the player must move forward on the plank numbers.
  - Whatever number the player lands on, they must give the number of jumps left to get to 10 i.e.  $3 + ? = 10$   
If it is too much they fall into the river to the crocodiles.  
(This may also be played for number recognition or before and after awareness.)
- Use the **20 number line** when playing board games
- **How quickly can you go to 20?** What about backwards? You can start with digit cards to 5, 10 or 20. Can they miss the odd numbers and count in 2s to 20?



**Have fun with them!**