



FISHY, FISHY?

Learning Outcome

I am learning my number bonds to ten.

Equipment

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

Instructions

- Give 7 cards to each player. The rest go in the middle of the table.
- Look at your hand and take out any pairs that add up to ten.
- Take more cards from the middle, so you have 7 cards once more.
- Chose one of your cards and ask your partner, 'Fishy, Fishy I have __ Do you have __ to make it ten?'
- If they have, they give you the cards to keep in a pile and you can try again.
- Top up your cards so you have 7 once more.
- The winner is the player with the most cards when you can't make any more pairs.



FACTOR FACTS!

Learning Outcome

I am using my 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.



CHASE THE ACE

Learning Outcome

I am ordering numbers to ten.

Equipment

3-4 players and 1 pack of cards with Jack, Queen & King removed.

Instructions

- Sit in a circle and deal out the pack of cards.
- The first player with an ace puts it down in the middle of the circle.
- Players take it in turns to put down the next number.
- The player who puts the 10 down keeps the pile.
- Keep going until you have used up all of the cards.
- The person with most piles of ten is the winner.

Play this game again, but starting with 10 and working backwards.

You could make the game harder by using different coloured cards (red or black) each time.



MEMORY BONDS

Learning Outcome

I am practising my number bonds to ten.

Equipment

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

Instructions

- Place all of the cards face down in front of the group, in a grid formation.
- The first player turns over two cards and adds them together to see if they make ten. If they do, the player keeps them. If not, then they should be put back in the same place as before.
- The next player has a go (remembering what has been uncovered before)
- Keep going until all of the number bonds to ten have been found.
- The winner is the player with the most cards at the end of the game.



FASTEST HUNDRED

Learning Outcome

I am practising my number facts to 100.

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 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.
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.



SPEEDY THREE'S

Learning Outcome

I am practising adding three single digits.

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 adds the numbers together as quickly as they can.
- 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.



THREE UP

Learning Outcome

I am practising adding a single digit 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.



THREE, TWO, ONE!

Learning Outcome

I am practising subtracting a single digit 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.



TWO PLUS TWO

Learning Outcome

I am practising adding 2 two-digit numbers mentally.

Equipment

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

Instructions

- Make 4 piles of cards, face down.
- The first player turns over the top card from each pile and positions the cards so they make 2 two-digit numbers.
The player adds the numbers together as quickly as they can.
- If they are correct, they keep all four 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 Outcome

I am practising adding 2 two-digit numbers 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.



FASTEST THOUSAND

Learning Outcome

I am practising my number facts to 1000.

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 two cards to make a three-digit number.
- The aim is to be the first person to shout out what has to be added to that number to make 1000.
- 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.
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 Outcome

I am practising my times tables 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 Outcome

I am practising my speedy mental addition.

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.
(E.g. $3+4=7$, $7+5=12$, $12+5=17$)
- 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 Outcome

I am practising subtracting from 100.

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.