F-2: REMOTE MATHS
EDITION 18

NUMBER AND ALGEBRA - GAMES

Mathematical language: ascending, descending, order, consecutive, difference, add, share, remainder, leftovers, greater than, less than, equal.
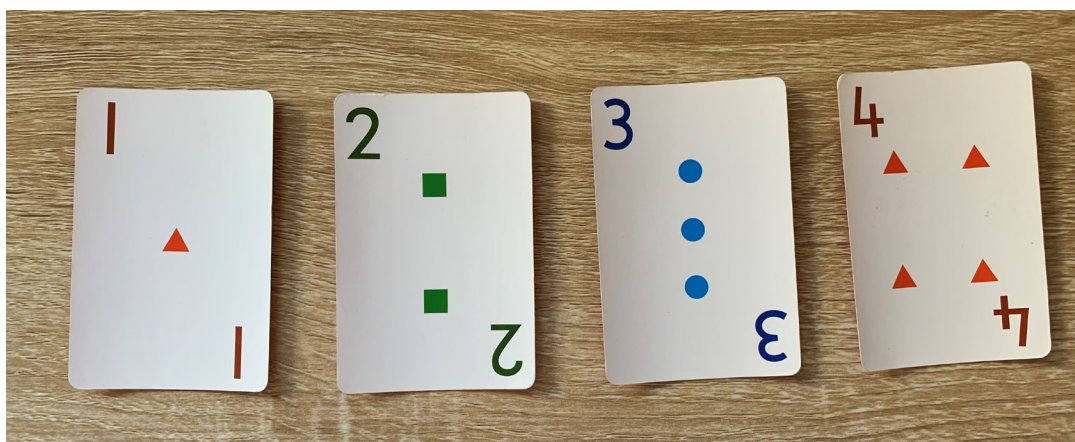
GAME 1 : UP AND DOWN   *Source: Dr Paul Swan*

This game focuses on ordering numbers (place value). It's for one or more players.

Materials

A deck of cards (Aces = 1, Jacks = 11, Queens = 12, Kings = 13)

Rules

- Each player is dealt 4 cards face up. The remaining cards are placed in a pack in the middle of the table.

- The aim of the game is to be the first player to arrange your cards in either ascending or descending order. The order does not need to be in consecutive order. For example, 1,2,3,4. It could be 1, 3, 4 ,7.

- Cards cannot be rearranged, only exchanged.

- Starting with the player to the dealer's left each player may exchange one of his/her cards from the top of the pack or one from the discard pile.

- The first player to arrange his/her cards in order is the winner of that round. The winner receives 1 point. The first player to reach 5 points is the winner of the game.

GAME 2: SALUTE   *Source: CEM*

This game focuses on finding the difference (additive thinking). It's for three players.

Materials

A deck of cards.

Rules

- Work in groups of three
- Two people face each other and then draw a card from a pile of playing cards
- Each person places their card facing outwards without looking at it on their forehead. They can see their partner's card, but not their own.
- The third person adds the two cards together and tells the other two what the total is.
- Each of the other two take turns to work out what their card is. They explain to the other players how they worked out their answer.
- The players swap roles and continue playing.
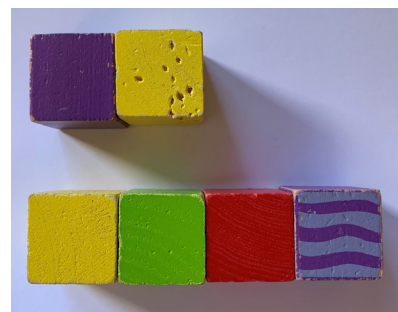
GAME 3: DIFFY TRAIN   *Adapted from ACU*

This game focuses on finding the difference (additive thinking). It's for two players.

Materials

2 dice and some blocks (Lego blocks can be used, but they need to be consistent in size).

Rules

- Partner A rolls two dice and finds the difference of the number rolled using an appropriate strategy
- Partner A convinces Partner B that their thinking is correct. If consensus is reached, Partner A takes the number of blocks that is the difference to start their 'diffy tower'. For example, Partner A rolls a 4 and a 6, and works out that the difference is 2. After convincing Partner B, Partner A takes two blocks and starts his/her train.
- Repeat, swapping roles.
- The winner is the person who has created the longest train and can identify the winning difference.

Look out for more tasks next week!

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