

Maths Activities to Try at Home

Foundation

Name of Activity: Friends of 10 Snap

Maths Focus: Addition

Materials Needed: Playing Cards

Ages/ Year Group: Foundation

Activity Instructions:

Remove picture cards.

Place a deck of cards in the middle facing down.

Play moves clockwise with each player lifting and dropping a card on the pile. At any time during the game that a player sees two cards that make 10 turned up on the table, the first person to put their hands on it collects the pile of cards.

Keep playing until the entire deck has been used.

At the end, the person with the most cards is the winner.

Name of Activity: Friends of 10 Memory

Maths Focus: Addition

Materials Needed: Deck of cards

Ages/ Year Group: Foundation

Activity Instructions:

Remove picture cards

Place all cards face down on a flat surface. Take turns moving clockwise to flip two cards. If the two cards can be added together to make 10, the player gets to keep the cards. Once all the cards have gone, the person with the most cards is the winner.

Name of Activity: Adding Two Cards Together

Maths Focus: Addition

Materials Needed: Playing cards

Ages/ Year Group: Foundation

Activity Instructions:

This game is to be played with a partner.

Remove picture cards.

Place your deck of in front of you facing down.

Each person needs to flip two cards. Using their two cards, students need to count on from the largest number to find the total. The person with the largest total keeps the cards.

Continue to play until all the cards have been used.

Name of Activity: Dice Adding

Maths Focus: Addition

Materials Needed: Two dice

Ages/ Year Group: Foundation

Activity Instructions:

Roll your two dice. Students need to count on from the largest number to find the total. Students then record this in a number sentence. For example $3+2=5$

Name of Activity: Up & Down

Maths Focus: Addition

Materials Needed: Paper, pencil, 2 x 6-sided dice

Ages/ Year Group: Foundation

Activity Instructions:

Each player writes the numbers up to 10 on the left hand side of their page and the numbers down from 10 on the right hand side of their page.

1	10
2	9
3	8
4	7
5	6
6	5
7	4
8	3
9	2
10	1

Players take it in turns at rolling the 2 x 6-sided dice and using them to eliminate numbers on their page, starting with the numbers to 10 on the left, by crossing them out.

For example: If a player rolls a 6 and a 4, they can choose to cross out these two numbers OR they can add the numbers together and cross out the number 10.

Players must eliminate all numbers on the left before they can begin crossing out the numbers down from 10 on the right.

Players must explain their thinking and what they are doing to their opponent/s before they cross out any numbers on their page.

The winner is the first player to eliminate all numbers, up and down the page.

*An extension of this game is to work with numbers from 1 to 12 and to play using 3 x 6-sided dice. It can also be adapted by using addition and subtraction to eliminate numbers.