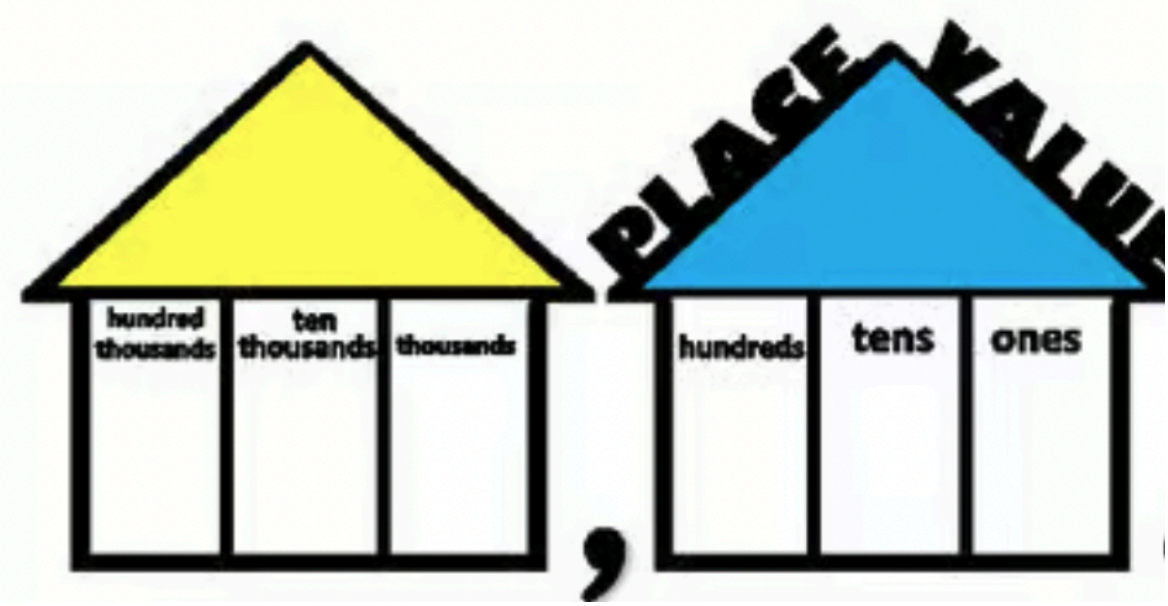
Make the largest number

How to play:

Resources: Dice or cards

1. Choose the number of digits for your number. You will need cards or dice for each digit e.g. if you are making a 3 digit number you will need 3 dice.
2. Roll the dice/select playing cards, order them to make the largest number and say that number.



Make it easier: # Say the largest number - Prep

How to play:

Resources: 2 dice

1. Roll the dice, find the largest number (single digit)
2. Be the first to say the largest number

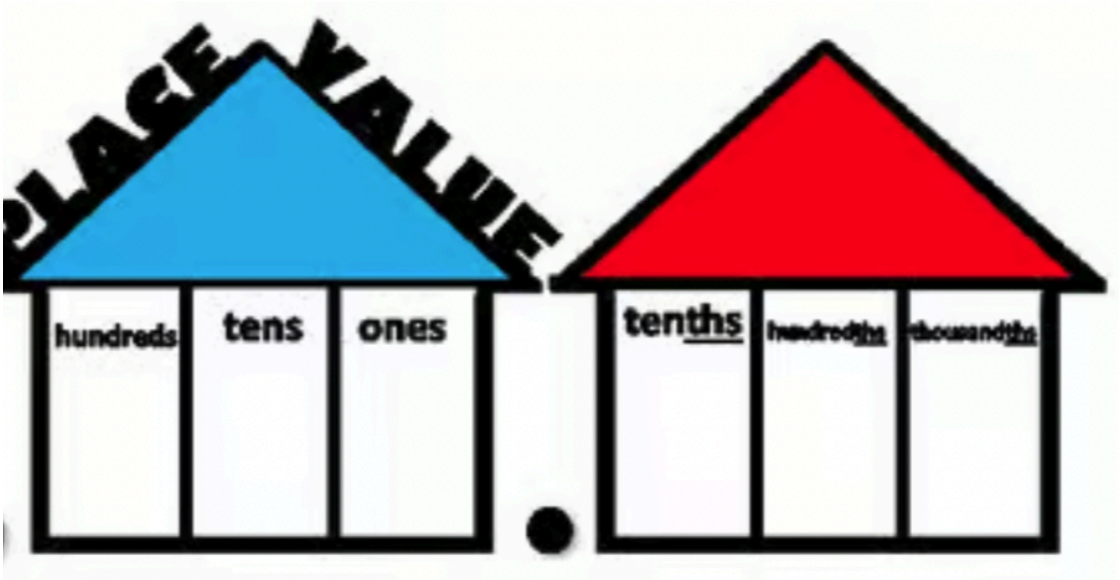
This can be played with dot dice (supports subitising) or dice with digits on them.

Make it harder: Make the largest decimal - Y5/6

How to play:

Resources: Dice or cards

1. Choose the number of digits for your whole number and decimal places
   - 3 digit e.g. 43.5 (one decimal place), 4.35 decimal places (two decimal places)
2. You will need cards or dice for each digit. Roll the dice or select playing cards, order them to make the largest number and say that number.



Thousands	Hundreds	Tens	Ones

21 Challenge

How to play:

1. Two players take turns adding 1, 2 or 3.
2. The player who lands on 21 wins.

Make it easier: 10 Frame Challenge

How to play:

Resources: ten frame

1. Two players take turns adding 1 or 2 by placing 1 or 2 counters in the 10-frame.
2. The player who fills up the 10-frame wins.

10-frame

1	2	3	4	5
6	7	8	9	10

Largest Number Challenge

How to play:

Resources: Dice, Place Value columns

1. Roll a dice. Players write the digit rolled in a place value column.
2. Roll the dice again. Players write the digit rolled in another place value column.
3. Continue rolling dice and writing digits until the number is completed.

PLAYER 1				PLAYER 2		
H	T	O		H	T	O

PLAYER 1			PLAYER 2	
T	O		T	O

	TH	H	T	O
PLAYER 1				
PLAYER 2				

	TTH	TH	H	T	O
PLAYER 1					
PLAYER 2					

Make it harder: High 5 - Add to make the biggest number

P1					
TOTAL					

P2					
TOTAL					

Bingo to 12

How to play:

Resources: two 6 sided dice

1. Roll both dice and add or subtract the numbers.
2. Place a counter on that number.
3. The winner is the first player to cover all numbers.

2	3	4	5	6	7	8	9	10	11	12

Make it easier: Bingo to 10

How to play:

Resources: You will need a 10 sided dice or playing cards 1-10.

1. Roll a dice or turn a card.
2. Place a counter on the number.

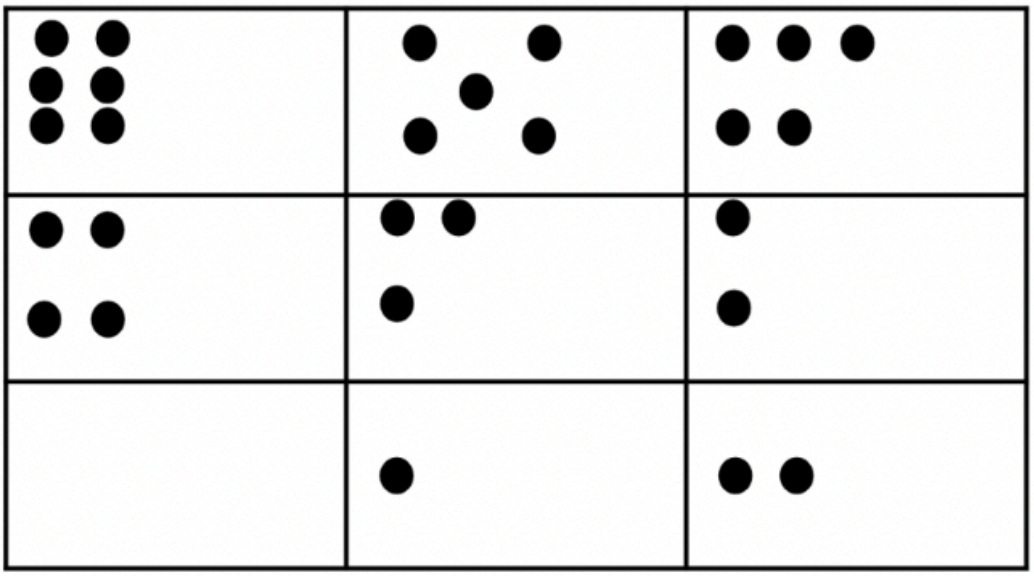
0	1	2	3	4	5	6	7	8	9	10

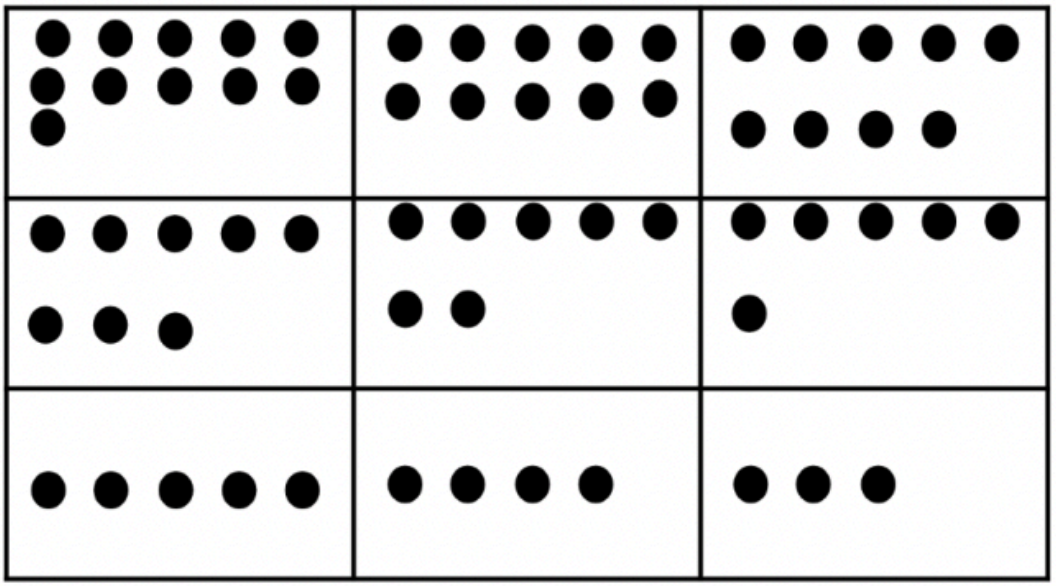
Make it easier: Dot Bingo

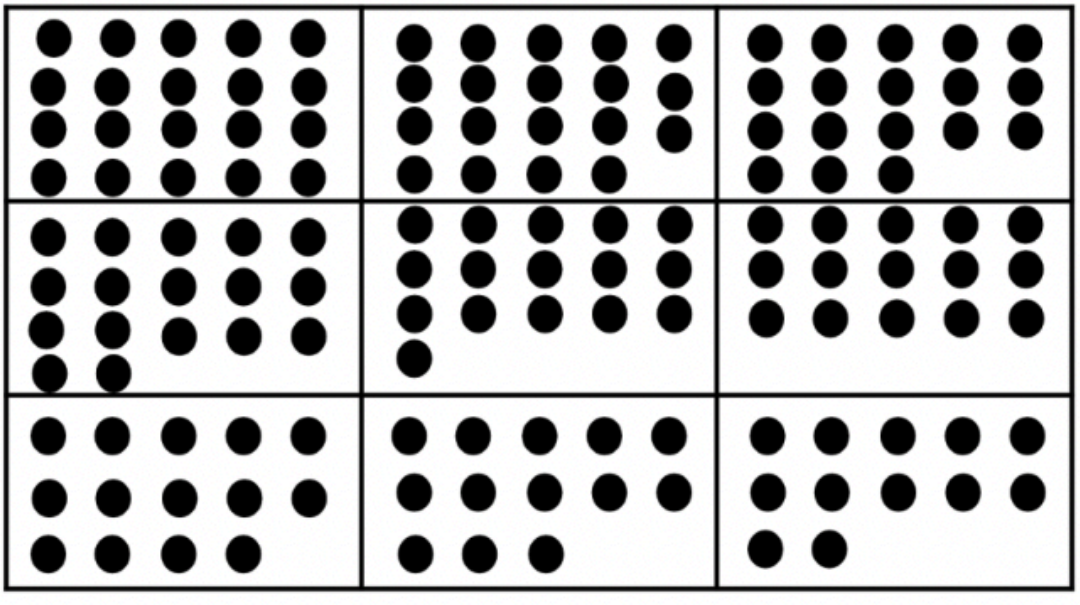
How to play:

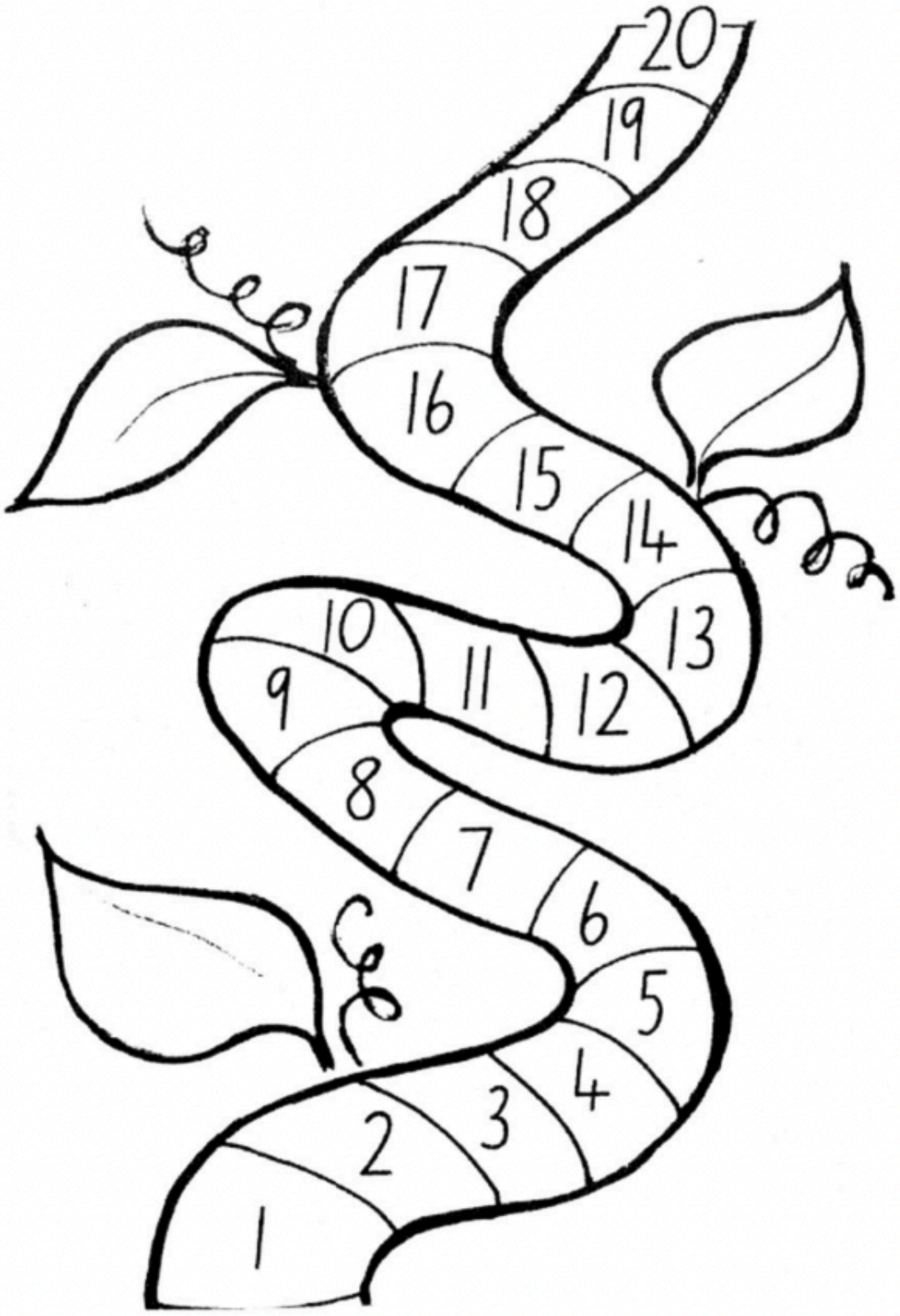
Resources: You will need a 6 sided dice or playing cards 1-6.

1. Roll a dice or turn a card.
2. Place a counter on the dots.
3. The winner is the first player to cover all dots.








20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1

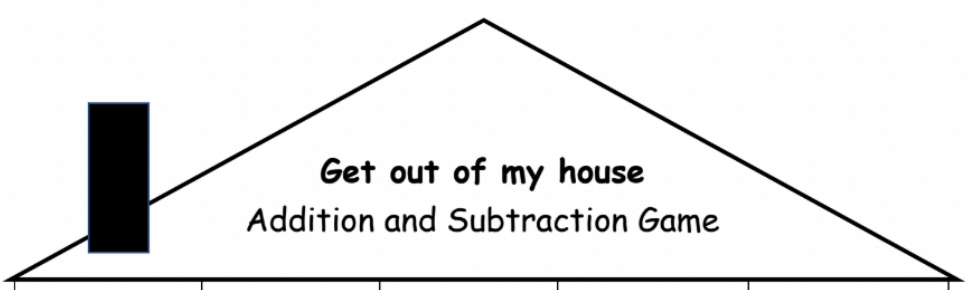
Bingo

Get Out of my House

How to play:

Resources: A deck of cards and 7 counters or game pieces for each player.

1. Using a deck of cards (ace to 10 only) put them in a pile face down.
2. First player turns over 2 cards. You can either add these 2 cards together or you can subtract the small number from the big number. E.g. if you turn over a 5 and a 1 you could go 5+1=6 or 5-1=4 so you could cover a 6 or a 4.
3. If you turn over 2 cards and someone has their game piece on that number already and you want that number you can say “Get out of my house” and replace their game piece with yours.
4. The winner is whoever uses all 7 of their tokens first.



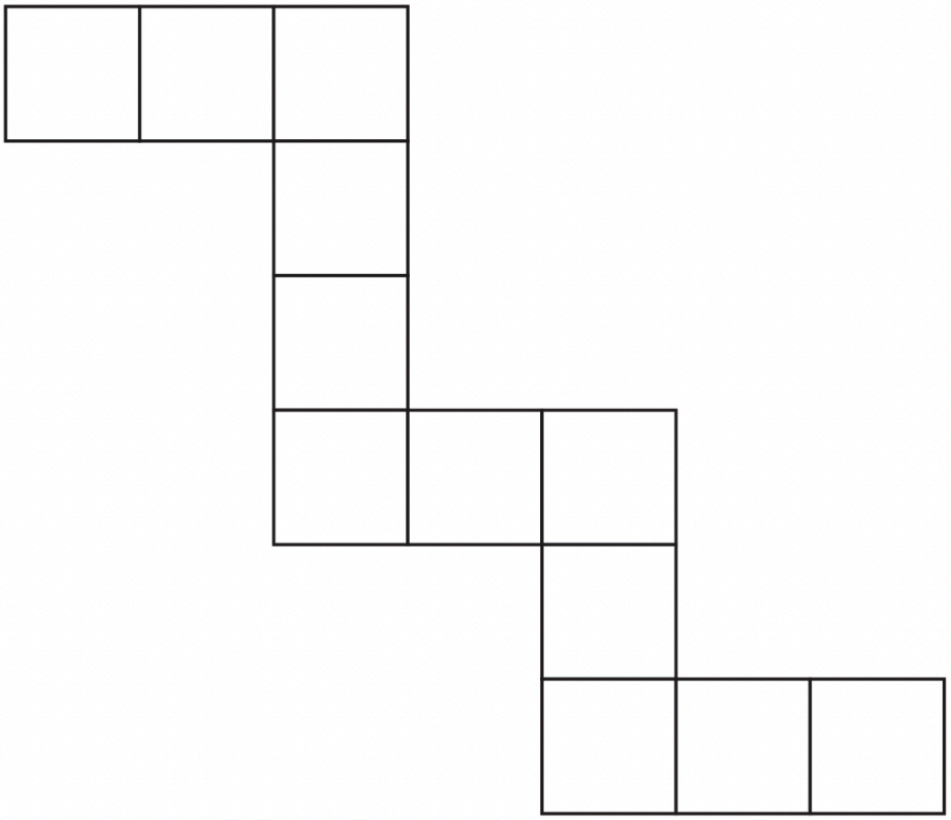
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

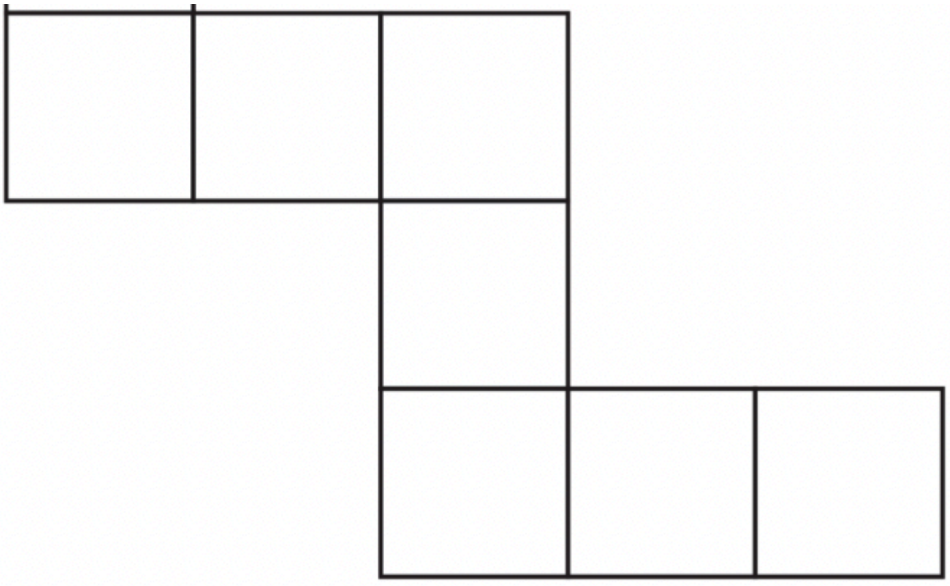
Place Value Paths

How to play:

Resources: two dice

1. Roll 2 dice. Make a 2 digit number.
2. Write the 2 digit number in a box.
3. The winner is the first person to fill all boxes from smallest to largest. If a player rolls and can not place a number in a box they miss a turn.





Black Out

3-6 Multiplication Black Out

How to play:

Resources: two 6 sided dice, coloured pencil (players choose a colour)

1. Roll 2 dice. Multiply the numbers & shade the array on the grid.
2. Write the multiplication fact in the shaded area.

P-2 Addition Black Out

How to play:

Resources: two 6 sided dice, coloured pencil (players choose a colour)

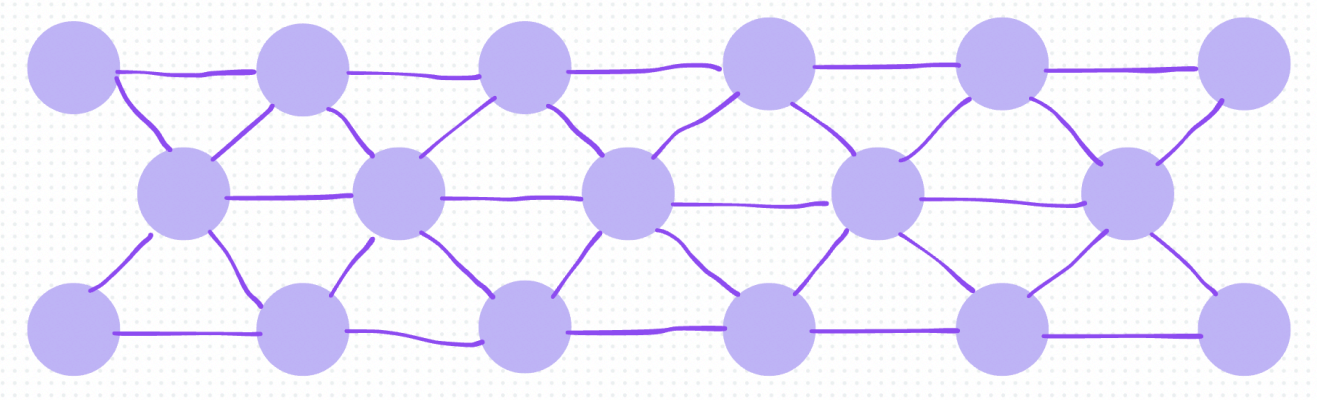
1. Roll 2 dice. Add the numbers & shade the number on the grid.
2. Write the addition equation in the shaded area.

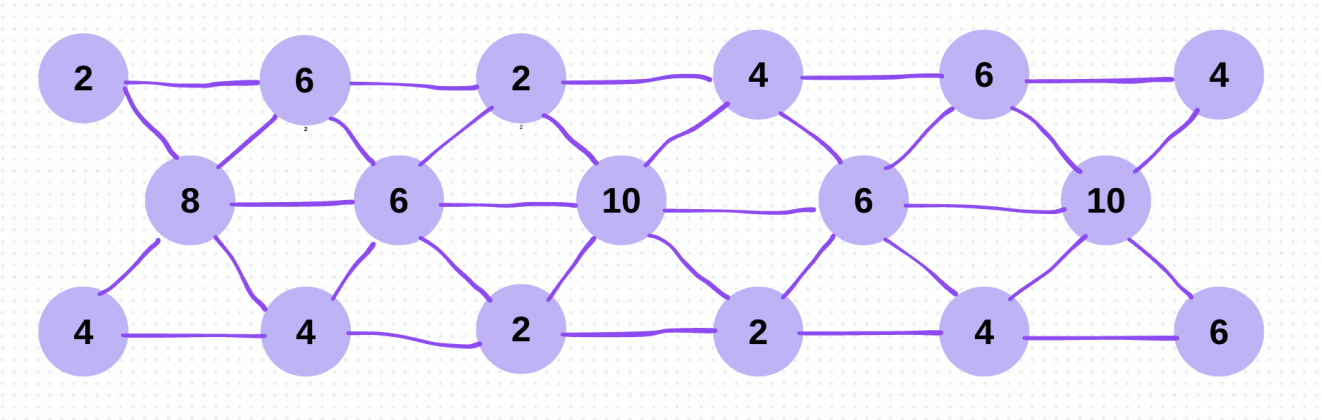
Addition Strategy Games
Doubles Game

How to play:

Resources: playing counter, playing cards 1-5, or dice

1. Pick a card and double it.
2. Start on the left side. Follow a path and be the first to get to the end.





First to …

How to play:
Resources: 0-9 sided dice or playing cards
1. Decide a winning total e.g. first to 100, first to 500
2. Roll the dice/select a playing card. Decide on the value of the digit rolled e.g. if a 4 is rolled it could be 4 ones, 4 tens (40) or 4 hundreds (400).
3. List your ongoing total and continue to roll until you get to the target number.

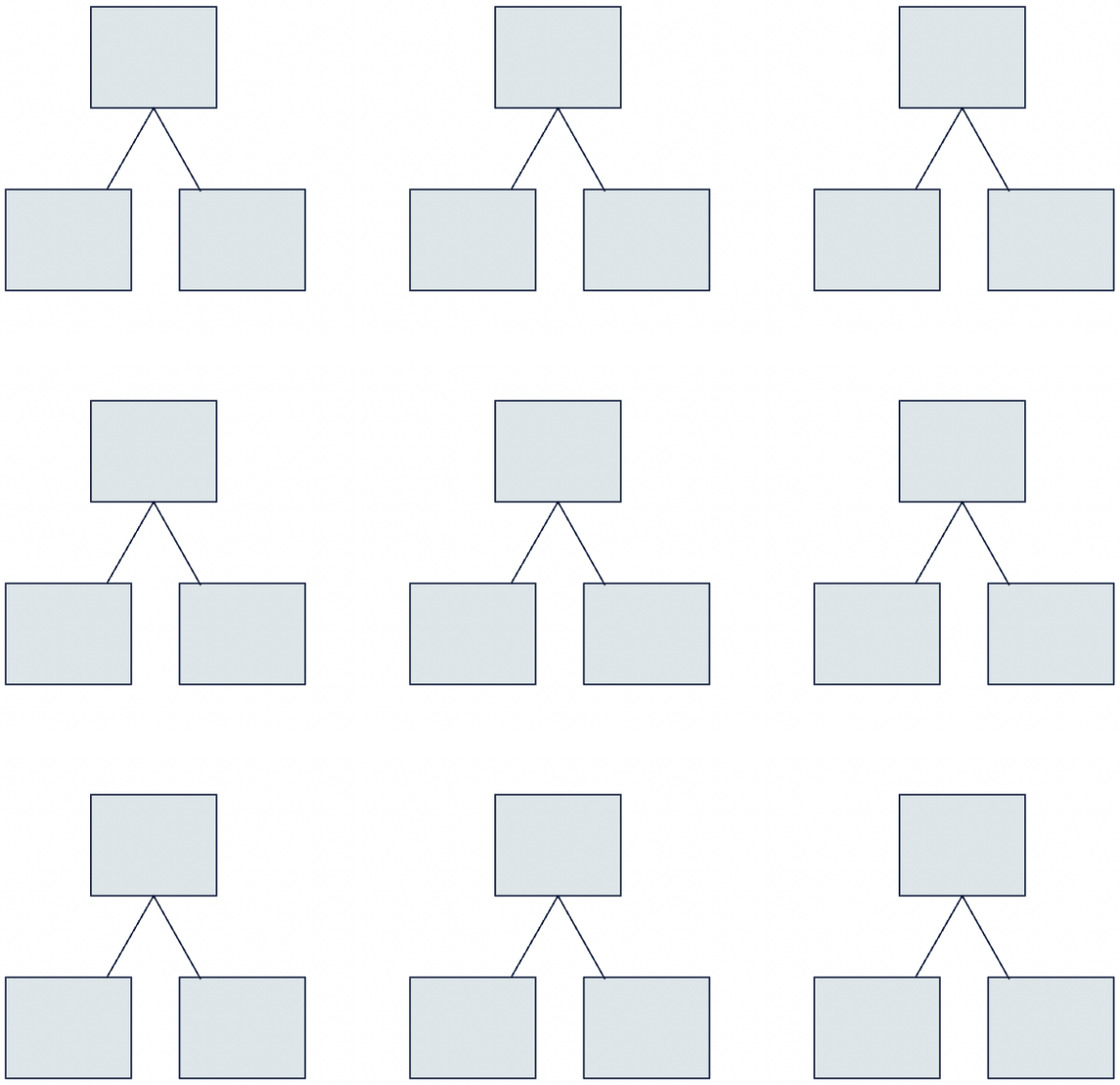
Number rolled	Choose ones, tens, hundreds	Ongoing total

Number Bonds

How to play:

Resources: Two dice

1. Decide on the starting numbers and write them in the first box.
2. Roll 2 dice to try to make the numbers.
3. The winner is the first player to make number bonds for all of the numbers.

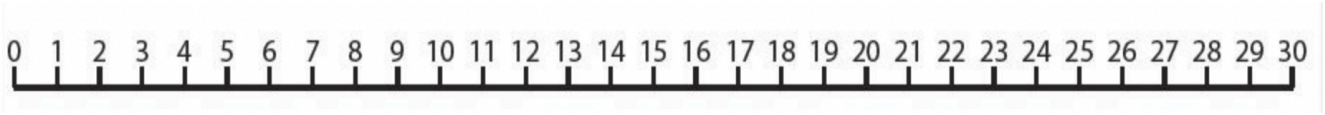


Tug of War

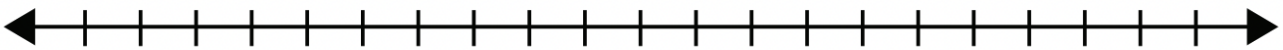
How to play:

Resources: Dice 1-6 or 0-9, 1 counter

1. One player will be PLUS and the other player MINUS.
2. The counter starts at the midpoint in the number line.
3. PLUS moves the counter to the right aiming to get to the highest number at the end of the number line. MINUS moves the counter left aiming to get to the lowest number at the end of the number line.
4. Take turns in rolling the dice and move the counter in your direction. (the game can be played with 2 dice which are added or 1 dice 0-9 sided)
5. The winner is the player who reaches their end of the number line.



Make it harder: Use decimal numbers, count by 10s

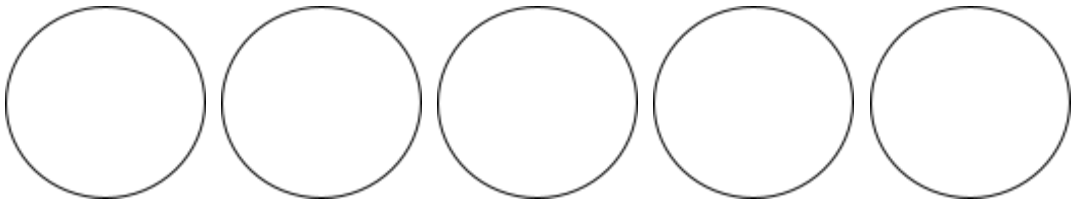
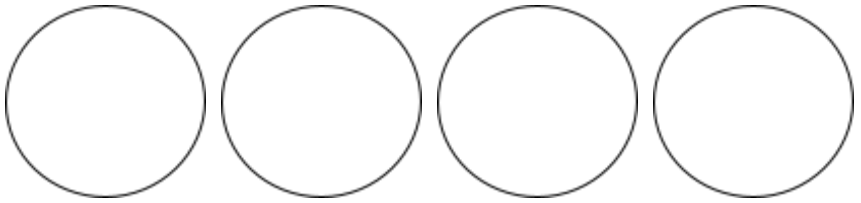
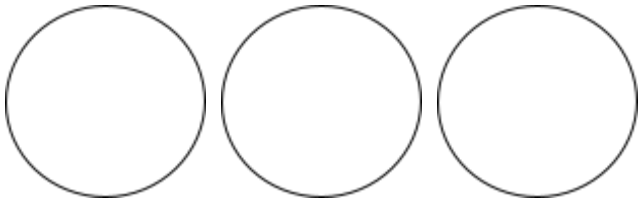
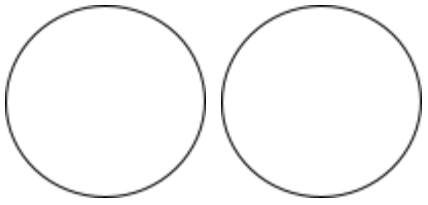
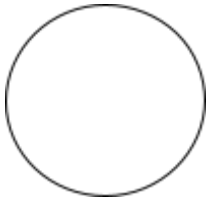


Choc Chip Cookies

How to play:

Resources: Dice

1. Roll a dice.
2. Assign that number to a row of cookies (write the number in each cookie in that row).
3. Calculate how many choc chips are needed for the row.
4. Add the total of all the rows when complete.

	TOTAL
	
	
	
	
	
TOTAL	

Greedy Pig

How to play:

Resources: Dice 1-6

1. Decide on a greedy pig number (any number between 1-6).
2. In each round players roll a dice, whatever number is rolled all players write it down. At this point you can either keep going and roll the dice again to earn more points or you can leave the round with that many points.
3. Keep rolling the dice until all players have left the round or the 'greedy pig number' is rolled.
4. If you keep going and the greedy pig number is rolled, your total score for that round is 0.
5. After 5 rounds add up all your totals to get your final score. The person with the highest number of points wins.

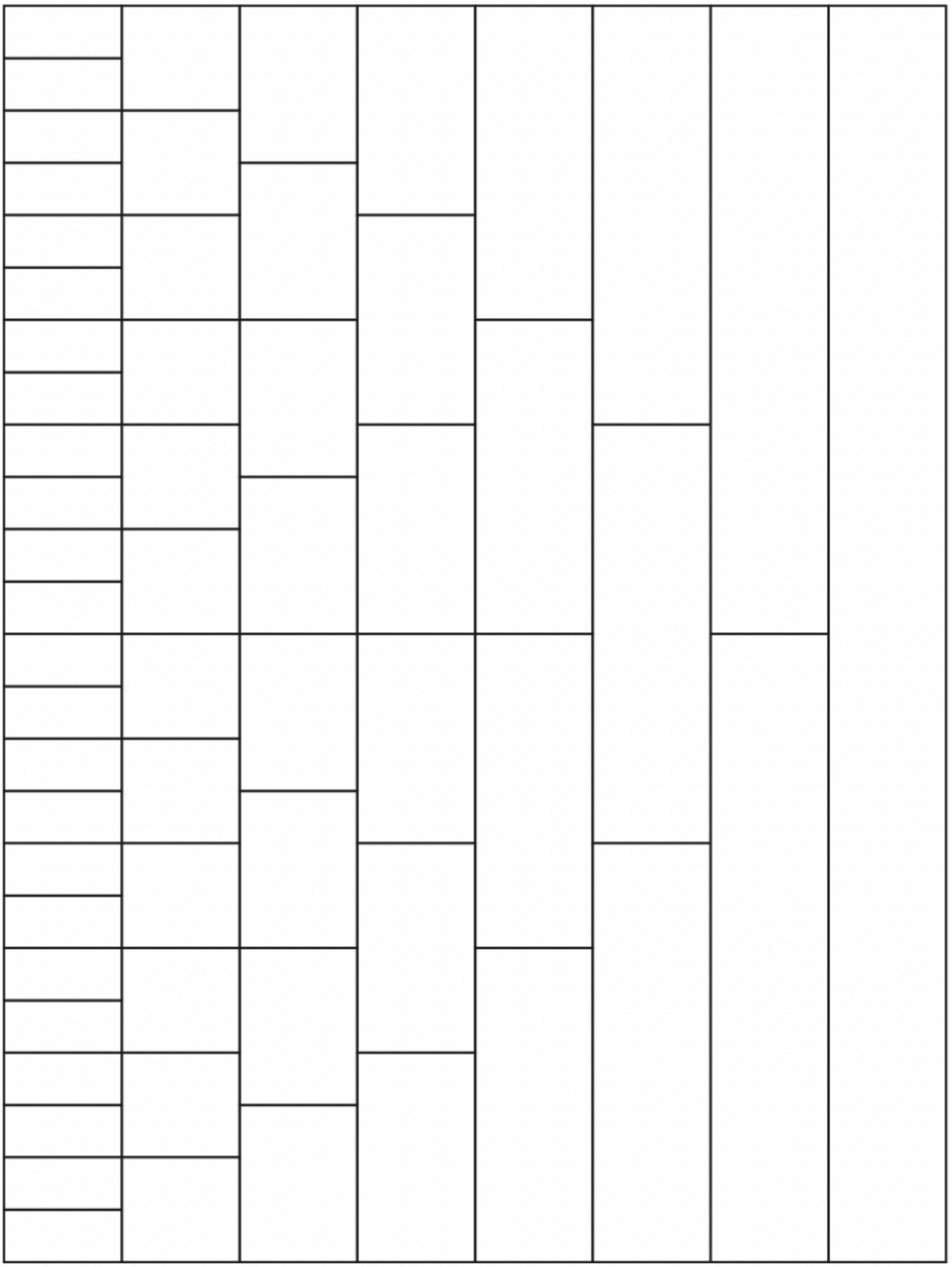
Greedy Pig

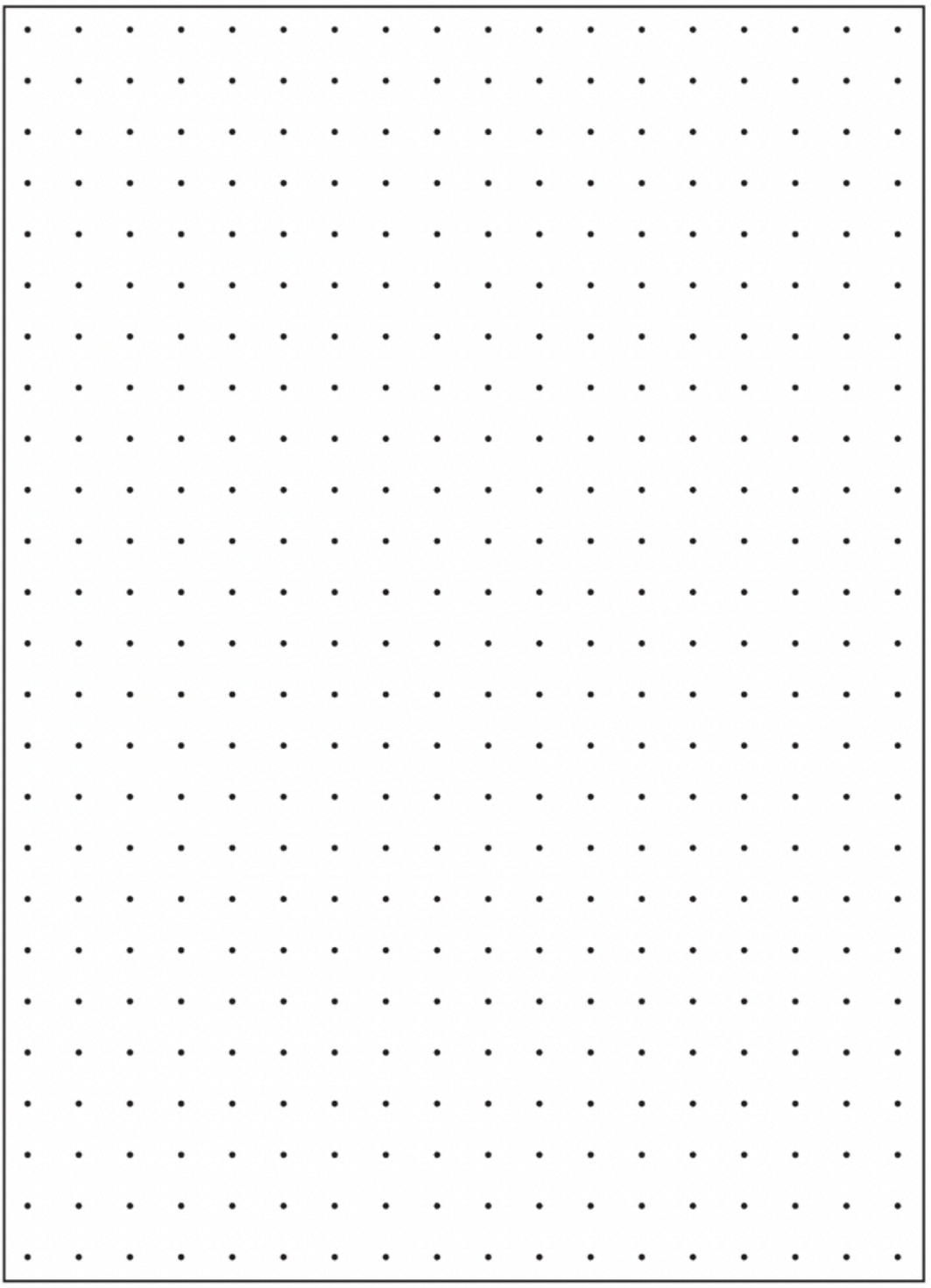
Round	Score	Total
1		
2		
3		
4		
5		
	Final Total:	

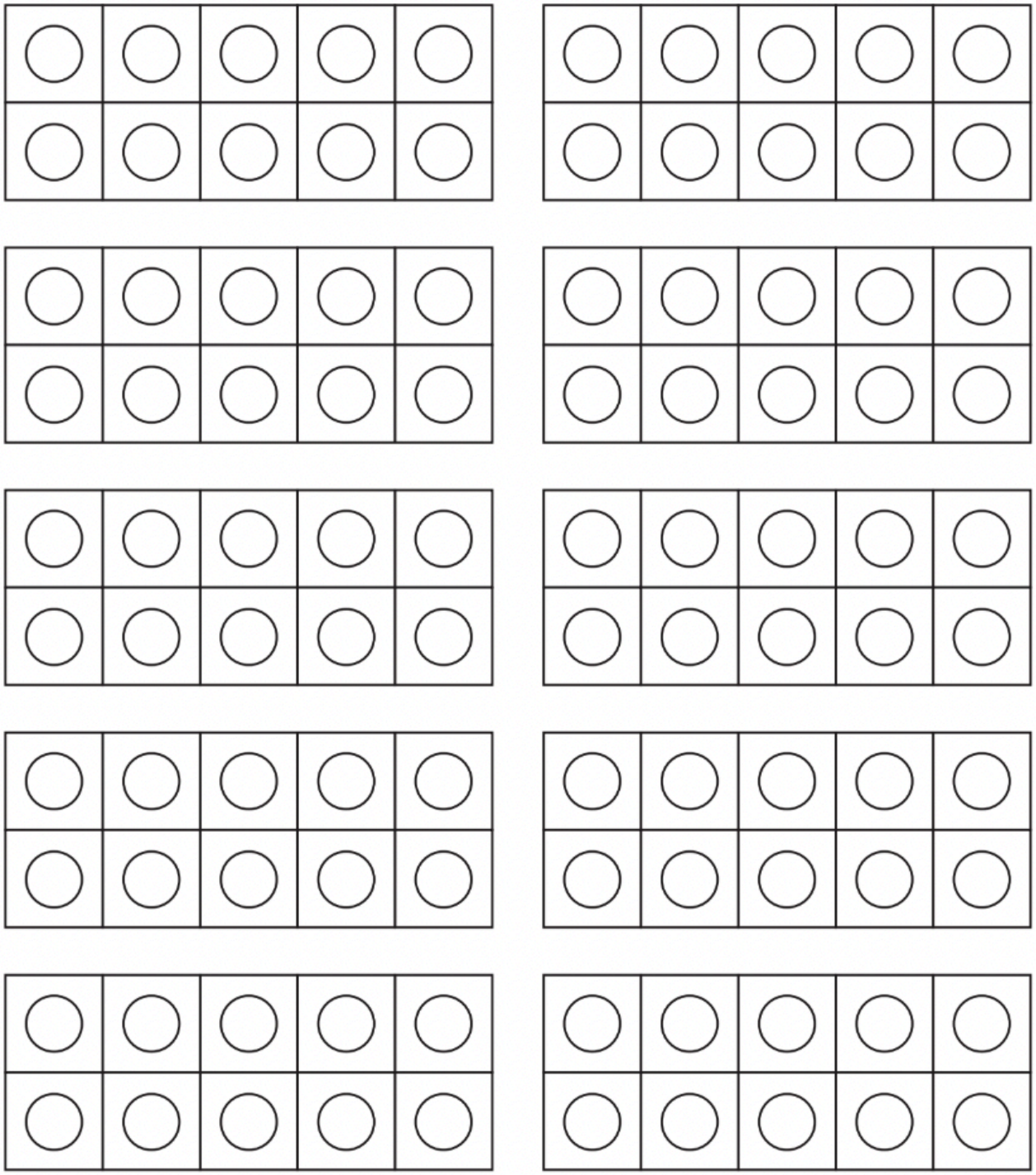
Round	Score	Total
1		
2		
3		
4		
5		
	Final Total:	

1-120 Number Chart

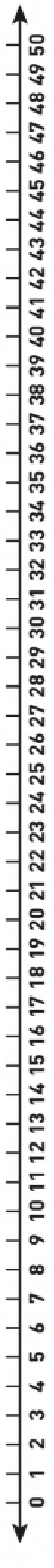
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120

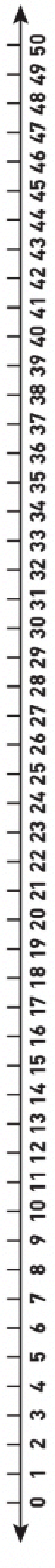


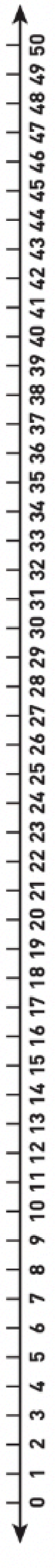


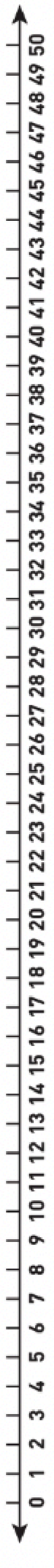


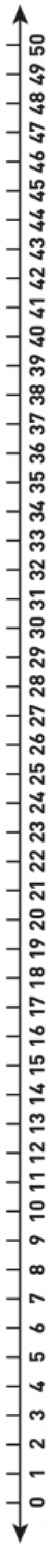
Number lines: 0–50











Number lines: 0–20