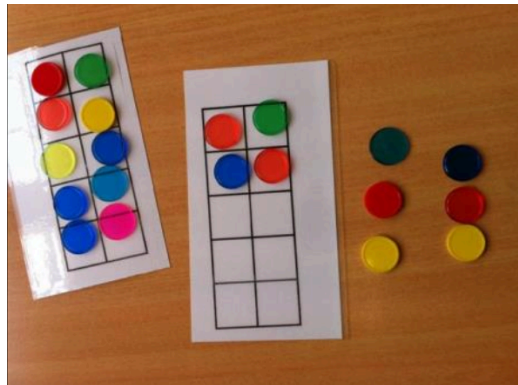# Infants Games

Race to 20 (Kindergarten)

You will need: 2-4 players, 20 counters each, 2 ten frames each, 1 dice (1-6)

How to play:

The aim of the game is to 'race to 20'. Each player has 2 ten frames and twenty counters. Players take it in turns to roll the dice. On a player's roll, take that number of counters and place them on the tens frame.

An adult would ask something such as "How many do you have?" "How do you know? Can you prove it?" "How many more do you need to race to 20?"

The winner is the first player with 20. (You must roll the exact number to get to 20 to win – for example if you have 17 and need 3 more but you roll a 4…….too many! You need to roll a 3, 2, or 1)

What's the Mathematics?
- Counting total up to 20 in different ways.
- Recognising numbers can be arranged in tens to help 'count'
- Place value
- Building to 10 – 'Number Bonds for 10-1 and 9, 2 and 8, 3 and 7, 4 and 6, 5 and 5.'
- "Ten and three more is thirteen" etc

Change the game slightly:
- Race to 10
- Race to 50

Number Bonds for Ten - Go Fish (Yr 1-Yr 2)

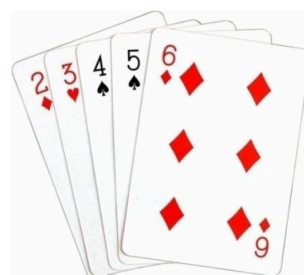**You will need:** Playing cards (ace-9), 2-3 players.
How to play:
The aim of the game is to make the most number bonds.

1. Shuffle the cards ace-9 and distribute 6 cards to each player.
2. Everyone makes all the number bonds from their cards as possible. Player 1 asks player 2 for a card that will help them make a number bond with their remaining cards.
3. If player 2 does not have the card they tell player 1 to "Go Fish" Player 1 picks up from the centre pile and if they can make a number bond they do so.
4. Play continues with player 2 asking player 3 for a number they need to make a number bond. Continue as above. If a player uses all their cards they make pick up another 6 cards from the centre.

What's the Mathematics?
Building to 10 – 'Number bonds for 10'

Number Bonds Snap (Yr 1-Yr 2)

You will need: Playing cards (ace-9), 2-3 players.
How to play:
The aim of the game is to win the most/all of the cards.

1. Shuffle the cards ace-9 and distribute them equally amongst players, leaving none left over. There are two piles created next to each other, one of the red cards and one of the black cards.
2. Players take it in turns to place a card on a pile (depending on the colour). When the cards on top of each pile together make 10, player 'snaps' and takes all of the cards. The game continues until there is a winner.
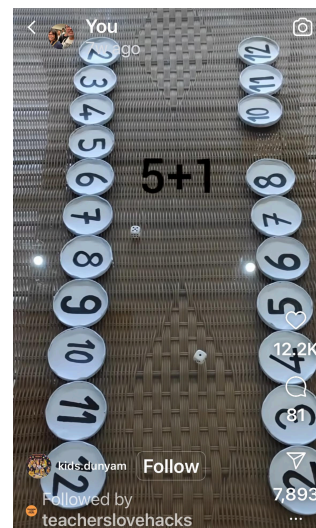
What's the Mathematics?
Building to 10 – 'Number Bonds'

Adding to 12
(Yr 1-Yr 2)

You will need: Numbers 2- 12 written on paper, two 6 sided dice, 2 players.

How to play:

The aim is to turn over/remove all the numbers in your line.

1. Player 1 rolls the dice and adds the 2 numbers rolled and turns over their number card.
2. Players alternate, if a player cannot turn over /remove a card, they skip a turn.
3. You may like to add a 3rd dice

Multiplication (Yr 3-6)

Tic Tac Toe—Get Three Multiples in a Row

Multiples of...

❶ Roll the number cube and write the number rolled in the star ❷ On your turn, claim a space by multiplying the factor in the star by the factor in a space and writing the product in the space ❸ Three in a row wins!

❶	❷	❸
❹	❺	❻
❼	❽	❾