Maths Activities to Try at Home

Year 1/2

Name of Activity: Get Out Of My House

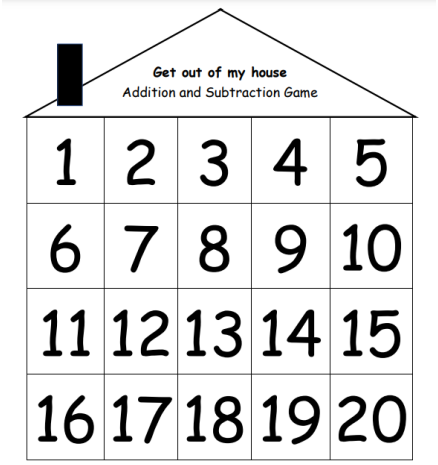
Maths Focus: Addition or Subtraction

Materials Needed: A deck of cards, 7 counters or game pieces for each player, piece of paper and a pencil.

Ages/ Year Group: Foundation to Year 3

Activity Instructions:

1. Using a piece of paper and a pencil, draw a large gameboard you see below.
2. Using a deck of cards (ace to 10 only) put them in a pile face down.
3. 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.
4. 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.
5. The winner is whoever uses all 7 of their tokens first.



Name of Activity: Go Fish (Doubles)

Maths Focus: Number fluency (doubles facts)

Materials Needed: Deck of playing cards or set of Paul Swann cards

Ages/ Year Group: 6-10 year olds

Activity Instructions:

1. Each player gets 7 cards. The rest of the cards are placed in a pile in the middle as the draw pile.
2. Players try to make matches, that is, pairs of cards that are the same.
3. Once players can't make any more matches using their own cards, they can take turns to ask their opponent for a card.
    i. If their opponent has a card of that number they must give it to the asking player.
    ii. If they don't, they say 'go fish' and the player gets a card from the central pile of cards.

4. For the player to keep the match they must solve the doubles fact. For example, if a player collected a double 9, they must solve and say 'double 9 is 18' to their opponent.
5. If at any point a player has no cards left, they can pick up another 7 cards from the draw pile.
6. Play continues until all there are no cards left in the draw pile and/or all matches have been made.
7. The player with the most matches at the end is the winner!
8. To modify this game use Jacks (11), Queens (12) and Kings (13) as additional numbers or exclude these cards to simplify.

Discuss & Reflect Questions:

- How many pairs did you collect?
- Is this more than, less than or the same as your opponent?
- What's the difference between how many pairs you collected and how many pairs your opponent collected?
- What strategies did you use to solve the doubles?
- If you played the game again tomorrow, what's an adaptation we could make?

Name of Activity: Roll an Array (Multiplication)
Arrays Multiplication Worksheet.pdf

Maths Focus: Multiplication

Materials Needed: Dice, worksheet, grid paper

Ages/ Year Group: Grade 2 and up.

Activity Instructions:
Roll two dice. Draw the multiplication fact on the grid and write the sum within it.

Example

I rolled a 2 and a 3

2x3=6
2 rows with 3 in each row