

# Maths Activities to Try at Home

## Year 3

**Name of Activity:** Race to 100

**Maths Focus:** Skip Counting

**Materials Needed:** Paper, 1 Dice, 1 Pencil

**Ages/ Year Group:** F -6

**Activity Instructions:**

Each player has a piece of paper.

A player starts with the pencil and begins counting and writing the numbers from 1 -100. You cannot draw tallies, you have to write the digits with correct formation.

While the player is counting/writing the numbers, the players are taking turns rolling a dice and then passing it to the next player. If any player rolls a  
6 - they steal the pencil and begin counting on their piece of paper from 1-100  
3 - pass the papers in a clockwise direction and the player with the pencil must continue counting on the paper they receive,

Players keep taking turns rolling the dice and the aim of the game is to race to 100!  
This task can be modified to counting by selecting skip counting of choice.

**Name of Activity:** Multiplication Area

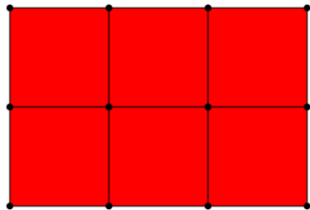
**Maths Focus:** Multiplication

**Materials Needed:** Grid Paper

**Ages/ Year Group:** Year 2/ 3/4/5/6

**Activity Instructions:**

1. This game play in pairs, each with their own grid.
2. Each player rolls the dice and colours in an area on the grid indicated by the dice. For example if they roll a 2 and a 3 they colour in any 2x3 rectangle.



3. The students should write the number of squares in the rectangle to indicate the product of the two sides.
4. The first player to colour in all the squares in their grid wins.
5. As the grids fill up players will roll totals that will not fit on the grid, you can allow them to break up the factors if you choose. For example a student might identify that 6x4 is the same as 2x4 and 4x4.

The player at the end of the allocated time or fills their filling grid first is the winner.

**Name of Activity:** Survive til 25

**Maths Focus:** Subtraction

**Materials Needed:** 1 standard deck of cards

**Ages/ Year Group:** 2,3,4,5,6

**Activity Instructions:**

The more, the merrier with this game! It can be played with 2 players, but students will have more fun in groups of 3-5, as it makes it more exciting! Jacks are worth 11, Queens are worth 12, Kings are worth 13, and Aces are worth 0 or 1.

The dealer will exhaust the deck to all players. Players keep their cards in a small stack in front of them facing down. The dealer gets to start by turning over 1 of his cards and placing it in the center. He then subtracts his card from 100. The next player flips over her top card and puts it in the center on the dealer's card. She now subtracts her card from the new total.

For example, if the dealer flipped over a 7, the total is at 93. If the next player flips over a Queen, the new total is 81. The player who subtracts the card that gets the total to 25 or less, takes all the cards from the center and adds them to their deck. The game continues until someone is out of cards. Whoever has the most cards wins!

This game can be more challenging by increasing the starting amount from 100 to a larger number. Also, players' cards can increase in value. For example, a 2 could be worth 22, 3 = 33, 4 = 44, and so on!

**Name of Activity:** Pattern Points

**Maths Focus:** Number and Pattern

**Materials Needed:** Deck of cards, Ace worth 1 or 11, Jack worth 12, Queen worth 13, King worth 14, scratch paper Or Paul Swan Cards

**Ages/ Year Group:** Year 1–5

**Activity Instructions:**

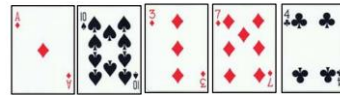
**How to Play:** Each player is dealt five cards.

**Players rearrange the cards and create a pattern using as many cards as possible.**

**Example:**

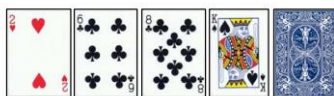


Player 1



Player 2

Players create a pattern using as many cards as possible.



Player 1: four points



Player 2: four points

Player 1 had the cards: 2, 13, 8, 14, 6. The player made the pattern 2 6 8 14, or two cards added together makes the sum of the next card. This pattern would score 4 and the player would discard their pattern and pick up 4 more cards for the next round.

Player 2 had the cards: 1, 3, 7, 10, 4. The player made the pattern 1 4 7 10, or adding 3 each time. A point is awarded for each card used. This pattern would score 4 and the player would discard their pattern and pick up 4 more cards to play again.

The winner is the player who has the highest score after 5 rounds.

