

### Shut the Box

1 2 3 4 5 6 7 8 9

Roll two dice, add their scores.  
 Cross off one way of making the total.  
 Continue until either all the numbers are crossed off or until you cannot cross any off any numbers.  
 Whatever numbers are still left – add together to make a penalty score.  
 The winner is the person with the lowest penalty score.  
 (e.g. roll 3 and 5 – makes 8, cross off 1 and 7.)

(Extend – what if...?)

### Addition Bingo

12	10	6
8	7	4
3	6	7

Create or make a bingo card with numbers 2-12. (Repeats are allowed)  
 Roll two dice, add their total.  
 If that number is on your bingo card, cross it off.  
 The winner is the first person to get a line of three numbers.  
 (or you can play until ALL numbers have been crossed off)

### Bonds to 10 Bingo

1	5	6
8	7	4
3	6	7

Create or make a bingo card with numbers 1-9. (Repeats are allowed)  
 Turn over a digit card.  
 If you have the bond to 10, cross it off.  
 The winner is the first person to get a line of three numbers.  
 (or you can play until ALL numbers have been crossed off)  
 (Extend – ‘doubling’ bingo / ‘halving’ bingo)

### Adds v Takes 1-10 line

0 1 2 3 4 5 6 7 8 9 10

The ‘ball’ starts on the number 5.  
 Aim: One player is adding and trying to reach 10 (or beyond), the other is taking away and trying to get 0 or (beyond).  
 Roll one dice, move that many spaces.  
 If a goal is scored the ball is returned to the number 5 and play continues.  
 Play for 2 minutes, who scores the most goals?  
 (Extend the line 0-20)

### Snap



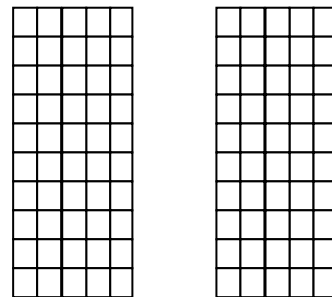
Use playing cards or digit cards.  
 Each player takes turns to turn over a card onto a pile in front of them.  
 (one pile per player)  
 If the cards match the first player to call SNAP wins all the cards.

### Ten snap As above...

If the cards showing add to 10 call TENS NAP!

(Extend - 3 players)

### Skyscrapers

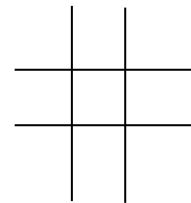


Player 1

Player 2

Take it in turns to roll one dice, colour in that many squares in one column.  
 To **complete** towers the dice score must be the exact number required to make 10 (you have to roll ‘2’ or ‘1’ to continue an 8 tower, you cannot roll ‘4’ and colour in 2 in one tower and 2 in another)  
 The winner is the first player to get 5 complete skyscrapers.

### Noughts and Crosses



One player marks ‘O’, the other ‘X’

Aim: to create a complete line of three O’s or X’s

(Extend onto a 4 x 4 grid, any line of 3 gives one point, continue until the grid is full. The most points wins)

### Pairs



Take it in turns to turn over any 2 cards, if the cards match in value they are claimed as a pair and that player has another turn.  
 If they are not a pair, return the cards face down to their position.  
 Play continues until all cards have been claimed.

### Pairs to 10

As above... (need digit cards 1-9)  
Pairs are numbers that add together to make 10.

(Extend – any total)

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

### Hundred Square Games

#### Find the number

Player 1 says a number from the grid.  
Player has to find it!  
Take turns.

#### Hide the number

Player 1 covers a number. Player 2 has  
to work out what that number is. Can  
they find lots of different ways to work  
it out?  
Take turns.

#### Tell me about...

Player 1 chooses a number. Player 2  
has to tell them 3 things about that  
number.  
Take turns.

#### Move it

Player 1 chooses a secret number. They  
have to create a set of instructions for  
Player 2 to travel around the grid,  
starting at 1 and finishing on their  
secret number.

#### Count on ten

Player 1 chooses a number from the top  
row. Player 2 then has to count on in  
tens from that number to the bottom  
row, then back from the bottom row to  
the starting number.  
(If they make a mistake, they have to  
repeat the correct number 10 times!)