

Times Tables Bingo and 'Gozinto'

12	10	20
50	12	36
10	6	12

Create or make a bingo card by rolling 2 dice and multiplying the scores together. If you roll a '1' let this stand for '10'. (Repeats are allowed)
Once full, roll one dice, and cross off one multiple of that number. Write the calculation under the number.
The winner is the first person to get a line of three numbers.
(or you can play until ALL numbers have been crossed off)

'Halve it' Bingo

1	5	6
8	7	4
3	6	7

Create or make a bingo card with even numbers 2-20. (Repeats are allowed)
Turn over a digit card.
If you have half that number, 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: Double it Bingo!)

Adds v Takes 0-70 line

0	7	14	21	28	35	42	49	56	63
70									

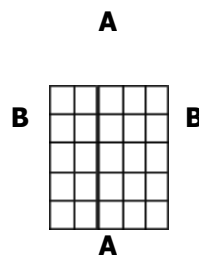
The 'ball' starts on the middle number. ('35')
Aim: One player is adding and trying to reach 70 (or beyond), the other is taking away and trying to get 0 (or beyond).
Roll one dice, move that many spaces.
"What number will you land on?"
If a goal is scored the ball is returned to the number 35 and play continues.
Play for 2 minutes, who scores the most goals?
(Change the times table board)

Odds v evens

6	4
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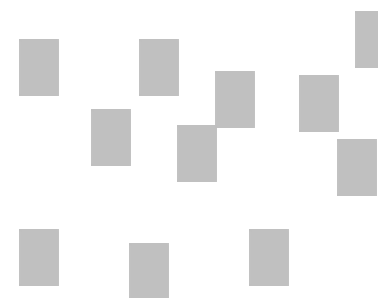
Two players, one collects 'odds' one collects 'evens'.
(Pack of playing cards 2-10.)
Turn over 2 cards, multiply them and call out the solution.
If the answer is even and the 'even' player calls out correctly before the other player, then he/she collects that pair.
If incorrect or not the first player to call, the cards remain face up and the next cards are turned over.
Play continues until all cards are won

Across the Grid



The aim of the game is to make a line of connecting squares from one side of the grid to the other. (A to A or B to B)
Play on a 5 x 5 board.
Fill the grid with solutions from a times table. (Repeats are allowed)
Each player then takes it in turn to try to claim a square, by saying a correct division or multiplication statement.
For example, if the times table is '7' and the square is '35', I say "7 lots of 5 =35".

What's the Product?



Take it in turns to turn over any 2 cards, if the player can correctly state the product then they are claimed as a pair and that player has another turn.
If not, return the cards face down to their position.
Play continues until all cards have been claimed.
The player with the most cards wins.

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"What number will you land on?"
If a goal is scored the ball is returned to the number 35 and play continues.
Play for 2 minutes, who scores the most goals?
(Change the times table board)

Count it out

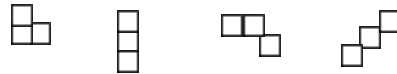


Two players, one has a copy of a multiplication table, the other not. Digit cards 2 – 10.

Player 1 draws a card, e.g. '4'. They have to count out that times table e.g. 4, 8, 12, 16... to $10 \times 4 = 40$ AND backwards from 40 to 4.
Player 2 checks their counting following a row or column on the x table.
If all correct Player 1 scores a point and the players swap roles.
If not all correct Player 1 has to repeat the incorrect response 10 times.
Play continues for (a) an agreed timeframe (b) 5 goes each (c) until an error

Connect 3 (or 4)

The aim of the game is to make a group of 3 connecting squares in any formation...

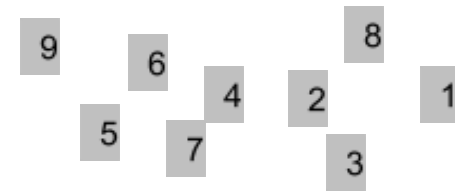


Multiplication Square up to 6 x 6. (Mask the rest of the board)

Player 1 rolls two dice and multiplies the two numbers. They say the solution out loud, if correct they place a counter on one of the two available solutions. (Player 2 can check using a multiplication table or a calculator)
The winner is the first player to create a 'collection' of 3 squares.

Challenge:
Use digit cards to play on 10x10 board.

Make My Target



25	75	50	80	100	16	20	36	40	30
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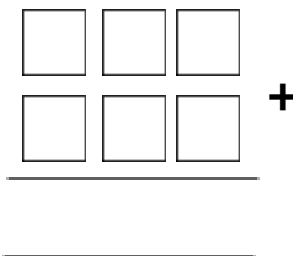
Player one chooses a target number. Player 2 has to use any of the digit cards and **any maths they know** to make the target number.
e.g. Target 25...
 $(6 \times 4) + 1$
Remove these cards from the selection and Player 2 now selects a target number...
The winner is the last player who is able to make their target number.

Hide and Seek

1	2	3	4	5	6	7	8	9	10
2	4	6	8	10	12	14	16	18	20
3	6	9	12	15	18	21	24	27	30
4	8	12	16	20	24	28	32	36	40
5	10	15	20	25	30	35	40	45	50
6	12	18	24	■	36	42	48	54	60
7	14	21	28	35	42	49	56	63	70
8	16	24	32	40	48	56	64	72	80
9	18	27	36	45	54	63	72	81	90
10	20	30	40	50	60	70	80	90	100

Two players, one multiplication table.
 Player 1 hides a number on the board with a cube.
 Player 2 has to state 5 ways of calculating the hidden number using other squares around the hidden square.
 E.g. "6 more than 24, 6 less than 36, 5 more than 25, count on 5, 10, 15, 20, 25, **30**"
 Player 2 now hides a number...

Target 500



Each player has a grid (as above)
 They each turn over a digit card and place that digit in one of the squares. This is repeated six times.
 Once all the squares have been filled work out the total.
 The winner is the player closest to 500.

- Challenge:
- (a) Change the operation to subtraction.
 - (b) Use the layout HTU x $\begin{array}{|c|c|c|} \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \end{array}$ x $\begin{array}{|c|} \hline \square \\ \hline \end{array}$ with a target no of 500, 700,...?

Blankety Blank

Players start with a blank grid 10 x 10.

1	2	3	4	5	6	7	8	9	10
2									
3									
4									
5									
6									
7									
8									
9									
10									

Player 1 rolls 2 dice, multiplies the two scores and writes the answer on the grid.
 (Introduce scoring: if a player needs to look at a complete grid to locate a solution, they score one point. If they don't – two points!)

1	2	3	4	5	6	7	8	9	10
2	4	6	8	10	12	14	16	18	20
3	6	9	12	15	18	21	24	27	30
4	8	12	16	20	24	28	32	36	40
5	10	15	20	25	30	35	40	45	50
6	12	18	24	30	36	42	48	54	60
7	14	21	28	35	42	49	56	63	70
8	16	24	32	40	48	56	64	72	80
9	18	27	36	45	54	63	72	81	90
10	20	30	40	50	60	70	80	90	100

