

6 Mathematics GAMES

Contents

- 4 x board games
- 18 x dominoes
- 1 x flipper
- spinner
- counters
- die

This set of educational games and activities is designed for teaching mathematics, including numbers 0-20, 0-100 and place value 0-1000. Children will love learning addition and subtraction as they solve number equations to win the game. The design of these games builds on previously taught number pattern skills and follows on from 6 Number Pattern Games.

How to Play:



Numbees:

A board game where children complete addition and subtraction sums. All players begin in the middle of the hive. Firstly, spin the spinner and use the number shown to complete a sum. If you can complete a sum, you must move on to the appropriate game hexagon. If you cannot make a sum you must stay where you are (i.e. miss a turn). The first to leave the hive (get to a bee outside) wins the game.



1-100 Tracks:

A board game where children move from 1-100 on the hundreds grid. Firstly, spin the spinner and move forward the number shown. When you reach the tunnel, move through to the other side, i.e. progress from 10 to 11. If you land on an arrow, follow it either forwards (+10) or backwards (-10). The first to 100 wins as your train enters the station platform.

 **WARNING:**
CHOKING HAZARD-Small parts.
Not for children under 3 years.





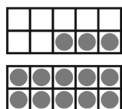
The Great Snail Race:

A two player game where children race each other to the finish. From the start line, roll the die and move forward. If you land on an arrow, complete the sum. Move forward for the green arrows (addition) and backward on the red arrows (subtraction). The racetrack itself represents a number line to visually show addition and subtraction. First to the finish wins.



Place Value Round Up:

This board game teaches rounding up to the nearest 10 for numbers up to 100. The first player starts by rolling the die and moving forward. Then, use the number on the game square and round this up to the nearest 10. Use the number line at the top of the board to help. If you round up to a number with a flag, then follow the instructions on the flag. For example, if you land on 16 then round up to 20 and follow the instruction on the flag by moving forward 2 spaces. The first player to reach the finish wins.



Addition and Subtraction Dominoes:

This collection of 18 addition and subtraction dominoes works with numbers 1-20 through simple sums as well as visual examples, including ten frames and abacus. Played as a dominoes game where children match the equivalent numbers. Color-coding is designed to support learners and provide self-correction.



Place Value Flips:

This 1-999 place value flipper provides a visual example of place value and place holders of units, tens and hundreds. By manipulating the fan, children can see how numbers change when adding or subtracting across the place value (i.e. +100, +10, +1). Can be played as a 'Guess My Number' game, where one player writes down a number (1-999) and the other asks greater/less than questions to work out the answer. The flipper is used to reduce the number of possibilities as the player works across the place values.

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