

What's my NUMBER?

Activity Guide

Object of the Game...

Single out your opponent's mystery number as fast as you can.

For 1-2 Players

Ages 5+

Contents

- 1 x game board
- 50 x number cards
- 10 x question cards
- 1 x activity guide

Before you begin...

1. Gently press out the number and question cards from the cardboard sheet.
2. Flip the game board upside down so that all number tiles are up.
3. Place the game board on a table.
4. **NOW YOU ARE READY TO PLAY!**

 **WARNING:**
CHOKING HAZARD – Small parts
Not for children under three years.

Junior.
Learning 



Dr Duncan's
Notes to
Teachers and
Parents

What's My Number™ is an exciting number patterns game that has been designed to help teach children learn to count from 1 to 50.

Children will love the interactive nature of the game board as they ask questions and flick down numbers to best predict their opponent's number. The game board can also be used for **visual demonstration** of number patterns, including the four operations, counting, finding missing numbers, and more than / less than.

The innovative design is easy for children to **self-correct** if they flick down a wrong tile. The board starts at 50 in the top right hand corner and counts down to 1 to the bottom left corner. This is the correct layout for a number track in 3-dimensional space as the small numbers are close and the large numbers are far away.

What's My Number™ is fun for pupils of all ages and encourages analytical thinking and questioning.

Playing the game – BEGINNERS

1. Set up with one flip of the board to start playing.
2. Shuffle the set of **number cards**.
3. Shuffle the set of **question cards** and place in a pile.
4. **Player 1** should pick a number card from 1 – 50 without letting **Player 2** see.
5. **Player 2** selects a question card from the pile.
6. After each question, **Player 2** must flip down the number tiles that can be eliminated.
7. **Player 2** can take a guess if he or she knows the number of the opponent's card.
8. If **Player 2** guesses the wrong number they lose the game.
9. After each game, **reshuffle the cards** and swap over for another game.



Things to think about when playing...

1. Use the question cards to help you ask the right kind of questions to win the game.
2. How many question cards do you need to work out your opponents number?
3. Can you work out the number with less question cards than your opponents turn?

Playing the game – ADVANCED

Once you have mastered the basics of playing **What's My Number?**™ try playing without the question cards and make up your own questions as you go along. The questions that you ask must be answered **"yes"** or **"no"**.

Example: "Is your number less than 25?"

- **If the answer is "yes"**, then the numbers 25 to 50 can be flipped down.
- **If the answer is "no"**, then the number tiles 1 to 24 can be flipped down.
- **Make sure you remember** the questions that you have asked and be careful to only ask each question once!

Playing the game – WITH 2 OR MORE BOARDS

1. Flip the game boards so that all number tiles face up.
2. All players place their game boards on the table.
3. Shuffle the set of number cards and pick a card without letting your opponent(s) see.
4. Slot the number card into the card slot at the front of your game board.
5. For beginners, use the question cards to help play the game.
6. Then carry on playing **What's My Number?**™ (see instructions above), taking turns to ask one question each.
7. The game ends when one player guesses their opponent(s) number first. He or she has won the round. Remember if you guess the wrong number you have lost the game.
8. Reshuffle the number cards, re-flip your boards and play the game again.

Classroom Activities

Why not get your teacher to play the whole class? Let the teacher pick a number card. Ask pupils to sit in groups around a game board, taking turns to ask questions and eliminate numbers. Race classmates to guess your teacher's number!

Other Fun Games...

For an even greater challenge try these fun games on your own, in a pair, or in a group:

- 1. Find the Number:** Take a card and then identify the number on the board.
- 2. Rows and Columns Bingo:** Have turns taking a card; whoever completes the first row or column wins.
- 3. Less than:** Take a card; place down all tiles less than the number on the card.
- 4. Greater than:** Take a card; place down all the tiles greater than the number on the card.
- 5. Make a Pattern:** Make a pattern on the board then explain the rule behind the pattern.
- 6. Times Table Patterns:** Roll a die; move in multiples through the board to discover the times table pattern.
- 7. Odds and Evens:** Take a card; if the number is even place down all the even numbers; if the number is odd place down all the odd tiles.
- 8. Numbers Orienteering:** Take a number card (this is the starting point); take another card and navigate your partner to the new number with plus or minus commands.
- 9. Number Block:** Roll a die and turn down all the numbers that contain the number on the die.
- 10. Beyond the Numbers Board:** After making patterns, predict how the numbers would continue beyond the game board (i.e. to 50, to 100).

If you've enjoyed this game visit our website to see more of the fantastic Junior Learning range:

www.juniorlearning.com

