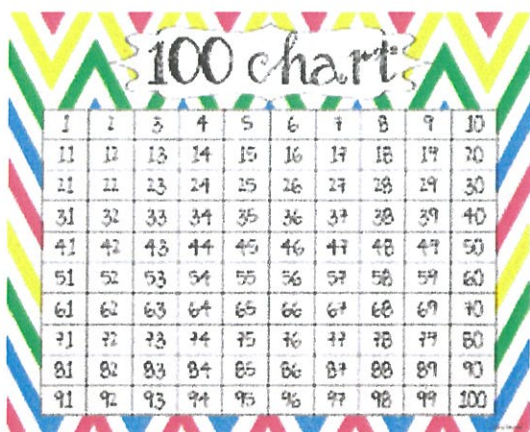


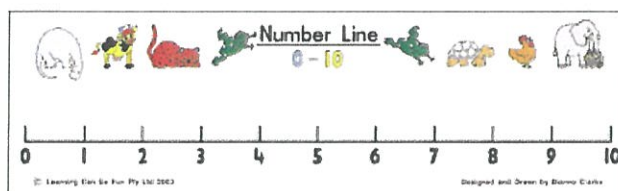
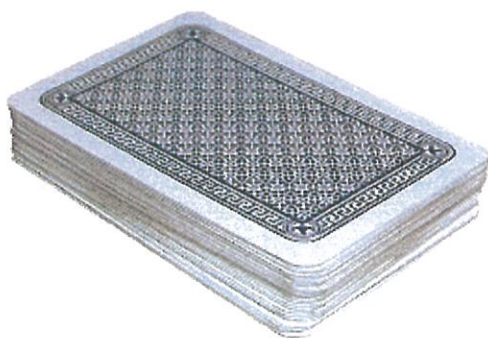
FAMILY MATHS NIGHT

F-2

GAMES AND ACTIVITIES BOOKLET



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



Students in F-2 please take your family to the 1/2 classroom. All the resources that you need will be available in the room. Enjoy an exciting evening of hands-on learning and games with your family.



'Today's target is'

*Start by choosing any number!
Try to make the target number by..*

- 1. Adding two different numbers*
- 2. Subtracting two numbers*
- 3. Adding three numbers*
- 4. Adding and Subtracting*
- 5. Adding numbers that are the same*
- 6. Starting with a number greater than 10*
- 7. Using the easiest way*
- 8. Using the hardest way*

Get out of my House

You need:

2 or 4, 6 sided dice

14 counters (2 different colours)

A game for two players.

Each person has 7 counters of the same colour.

Take it in turns rolling 2 (or 4) 6 sided dice. You can add or subtract the number to make an answer. The objective is to get all the seven counters on the board before the other player.

If you land on top of a number that has your partner's counter on it you can send their counter back by saying 'Get out of my House'. You can have more than one counter on your own number but if the other person lands on your number, all the counters are sent back to the other person.

Get Out Of My House!

1	2	3	4
5	6	7	8
9	10	11	12

Get Out Of My House!

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

Doubling Dice



A game for 2 players.

You need 2, 6-sided dice and a set of different coloured counters.

Take turns to throw both the dice, find the total. Then double it and put a counter on the square with that number.

The winner is the first person to get 4 counters in a row.

18	10	24	8	16
14	12	6	14	20
4	18	10	18	12
20	8	14	6	16
12	16	8	14	4
10	18	12	16	24
4	22	10	14	6

Make 10 Again



Purpose

- Identify two or more cards that total to ten.
- Rearrange numbers to make them easier to add.
- Recall basic addition facts to ten.

Materials

- Deck of playing cards (10s and picture cards removed).
- Ace = one.

Organisation

A game for one or two players.

Aim

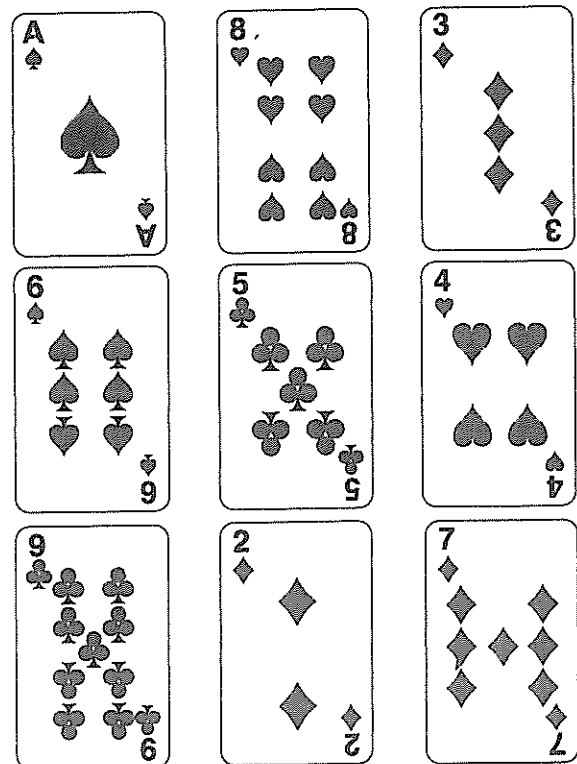
To make combinations that add to 10.

Rules

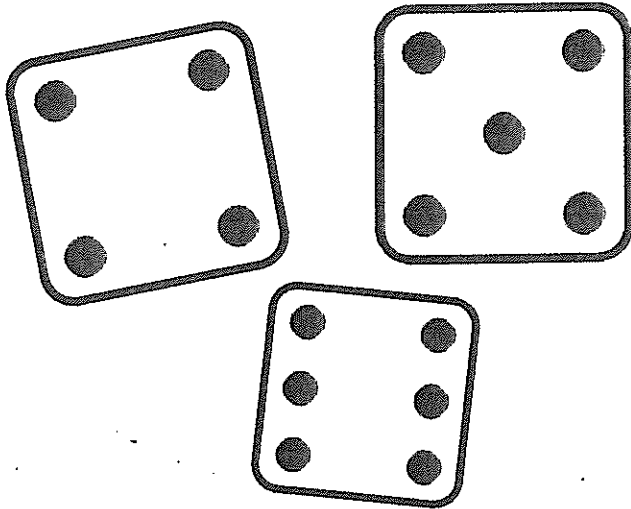
- One player deals all 36 cards, face up in a 3 x 3 array.
- There should be four cards in each pile.
- Players take turns to pick up any number of cards, which when added make 10. As cards are taken from the pile a new card is revealed underneath.
- Play continues until all the cards have been used or until no more combinations that add to ten can be made.
- The winner is the player with most cards at the end of the game.

Variation

- Choose a different target number eg twelve.



Make that number



Roll three dice. Start with one and add or subtract each of the other dice. Can you make a number below? Cover it. Try to get four in a row!

15	11	3	11	4	8	3	9
0	16	12	6	5	2	4	18
1	15	2	7	10	6	10	12
10	14	17	4	17	8	7	8
13	5	1	7	9	16	13	10
18	14	12	0	6	8	9	3