

Dice grid

Maths focus: matching count with the correct numeral.

Learning objectives: 1Nc.01, 1Nc.02

A game for two players

You will need:

- Game board for each player (page 2).
- A 1–6 spot dice (page 75). Alternatively, add spots to the blank spinner template (page 81).
- Counters for each player.
- (Challenge) A 1–9 spinner (page 79).

How to play

1. Players take turns to roll a spot dice. They count the spots shown then place a counter on one of the matching numerals on their dice grid.
2. If all copies of that numeral are covered, they must miss a turn.
3. The winner is the first player to place a row of counters from one side of the grid to the other, or from top to bottom.

Challenge

For a more challenging game, both players play **on the same grid**, each using different coloured counters.

Alternatively, use a 1–9 spinner (page 79) and make a grid with the numbers 1–9 on it. Players put a counter on the numeral that matches the one on which the spinner stops.

Race to school

Maths focus: counting from 1 to 6.

Learning objective: 1Nc.01

A game for up to four players

You will need:

- Game board (page 3).
- A 1–6 dice (page 75) or 1–6 spinner (page 78).
- Counters for each player.

How to play

1. Each player chooses a 'home' (on the left of the game board) and places a counter on it.
2. They take turns to roll the dice and move their counter along the path leading from their home. Each player must stay on their own path.
3. The winner is the player who reaches school first.

This simple track game encourages the players to count on the correct number of steps. Both the spot dice and numeral dice are useful. On a spot dice, players can count the spots if they need to, or recognise the pattern. On a numeral dice, players need to recognise the numeral. The first track is suitable for less confident learners as it is shorter.

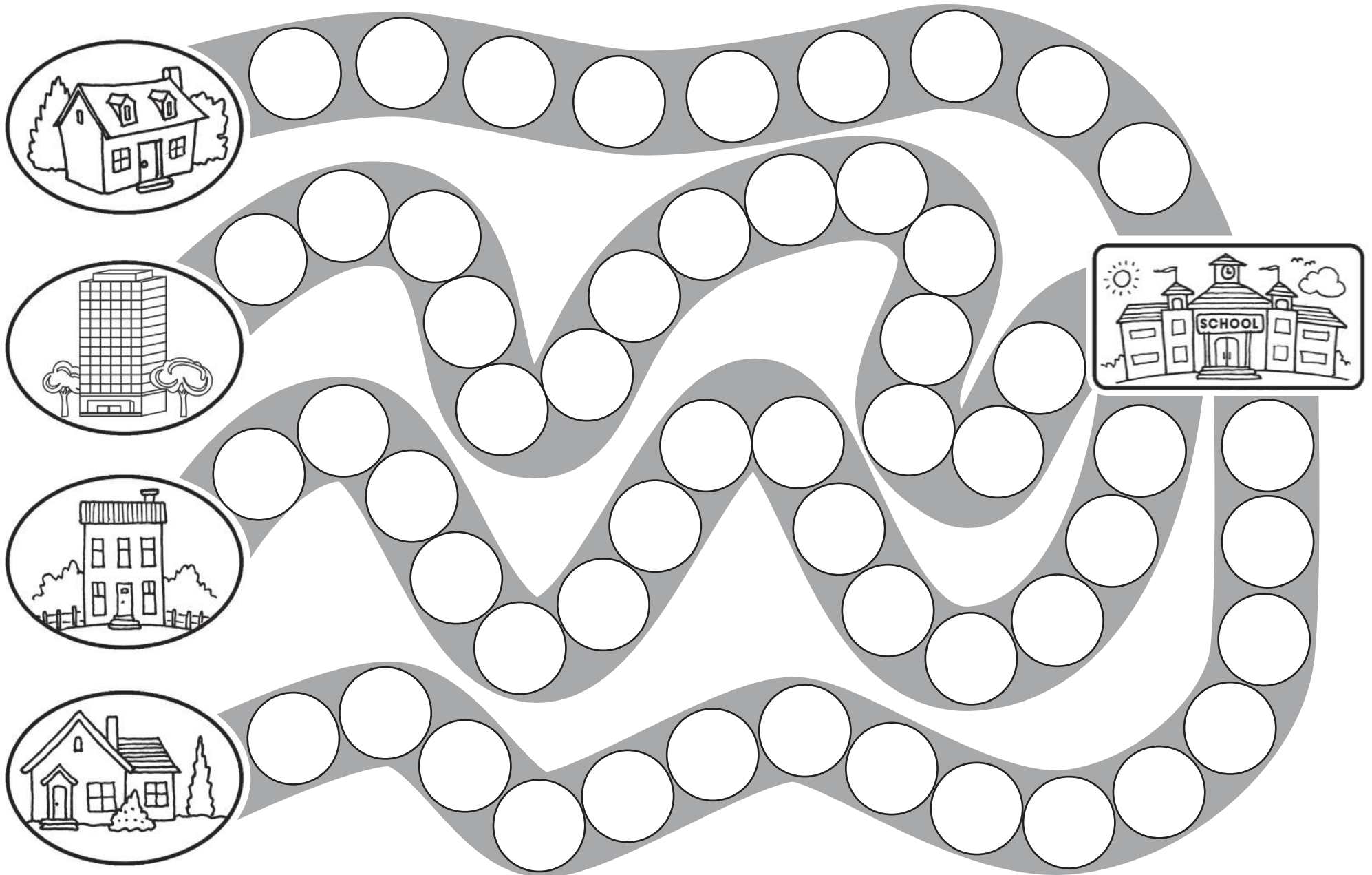
Challenge

For a more challenging game, each player starts with two counters on their home space and tries to get both to school. Each time they roll the dice, they can move one of their counters the matching number of spaces.

Dice grid – Game board

3	1	5	4	2	6
4	2	3	6	1	5
2	5	6	1	3	4
5	3	4	2	6	1
1	6	2	5	4	3
6	4	1	3	5	2

Race to school – Game board



Feed the birds

Maths focus: counting back using a number line.

Learning objective: 1Nc.04

A game for up to four players

You will need:

- Game board (page 5).
- A 1–6 dice (page 75) or 1–6 spinner (page 78).
- 0–20 number line (page 82).
- A counter for each player.
- A pot of 20 seeds for each player (these could be counters if large seeds such as sunflower seeds are not available).
- A bigger pot in which to put the seeds used to feed the birds.

How to play

1. Players put their counter on 'Start', then roll a dice or spin a spinner and move along the track the correct number of circles. If a player lands on a 'nest', they must give the same number of seeds as the dice or spinner shows to feed the birds.
2. Players keep track of how many seeds they have left by drawing jumps back on a number line each time they feed the birds. This would be best done using two different coloured pencils, swapping colours after each turn. This should prevent any confusion that might be caused by a continuous line of jumps on the number line. Players with no seeds left continue to 'Finish'.
3. The first player to roll or spin the correct number to land on 'Finish' collects the number of seeds shown on the dice or spinner. The winner is the player with the most seeds left.

The slipper game

Maths focus: sorting into pairs, counting, and recognising odd and even numbers.

Learning objective: 1Nc.05

A game for up to four players

You will need:

- Game board (page 6).
- At least two copies of the game cards (page 7).
- A 1–6 dice (page 75) or 1–6 spinner (page 78).
- A coloured counter for each player.

How to play

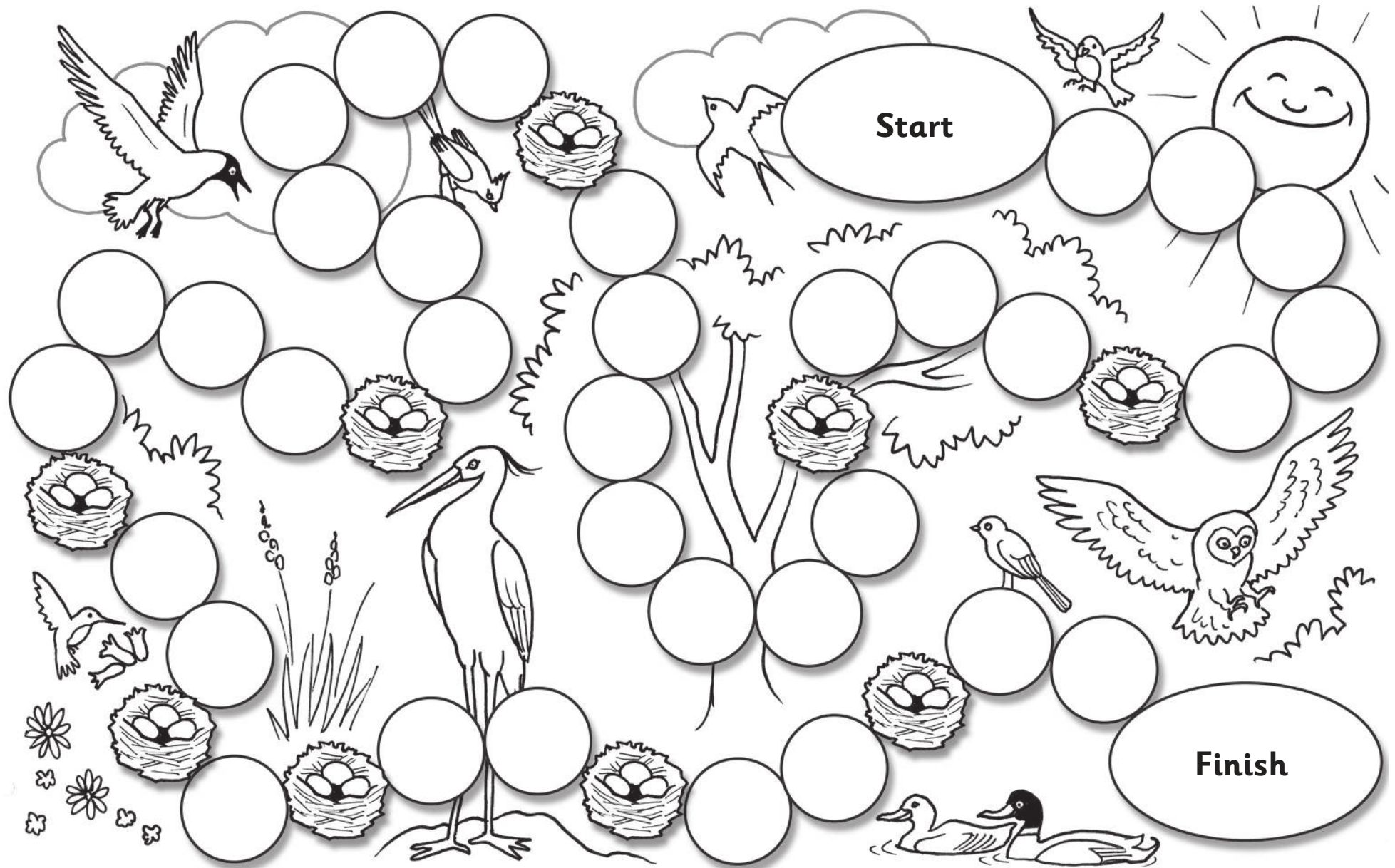
1. Shuffle the slipper picture cards and place them face down in the middle of the board. Each player places their counter on 'Start' on the game board.
2. Players take it in turns to roll the dice and move their counter that number of spaces, following the instructions on the space they land on. Players must roll the exact number to land on 'Finish'.
3. The game is over when a player lands on 'Finish'. Players sort their slippers into pairs. The winner is the person with the most pairs.

You could ask players questions such as: 'How many pairs do you have so far? How many slippers have you got altogether? Is that an odd or even number? Can you count your slippers in twos? Who has collected the most pairs? How many odd slippers have you got?'

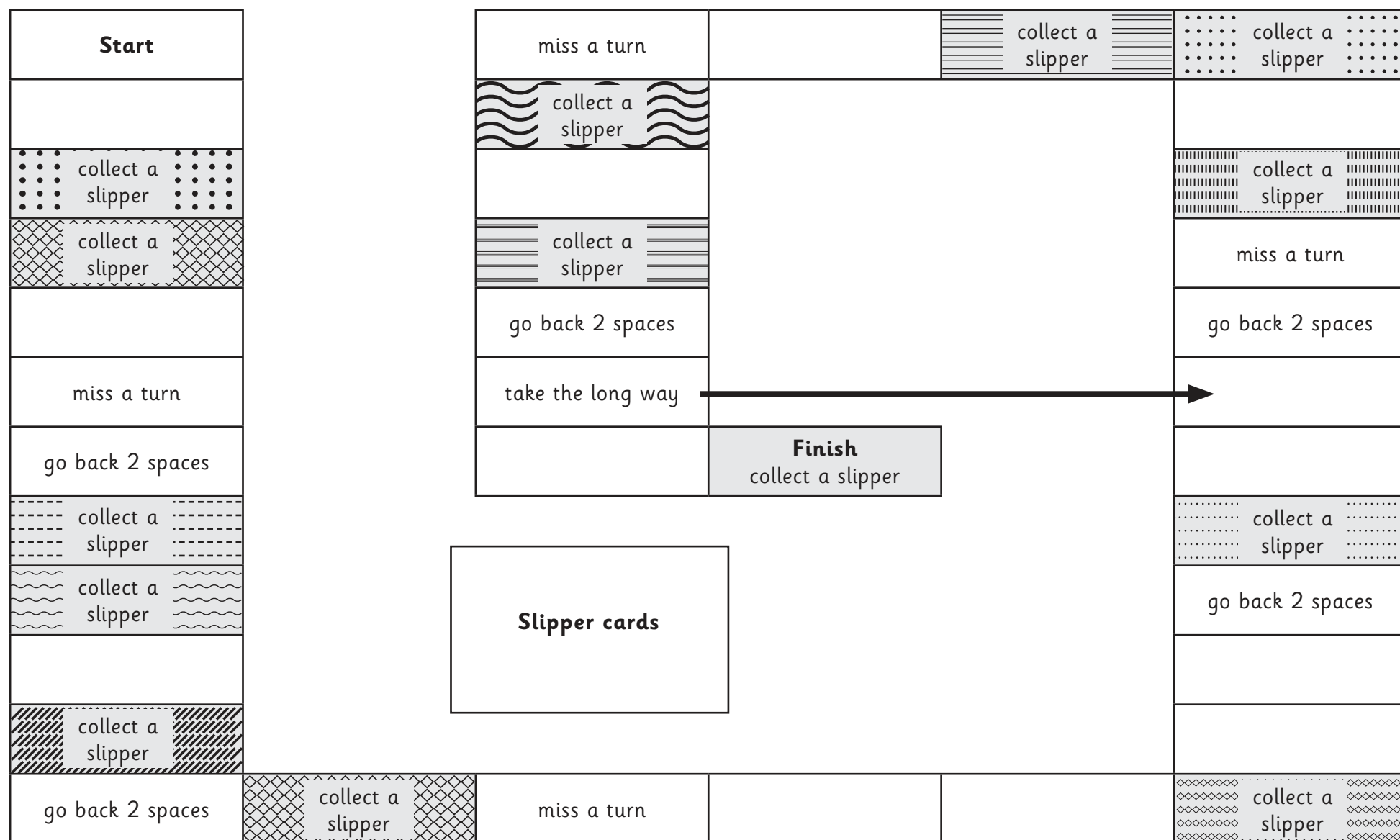
Challenge

For a more challenging game, ask the questions shown above during the game. If the answer is odd, players can move forward one space, if their answer is even they have to move back two spaces.

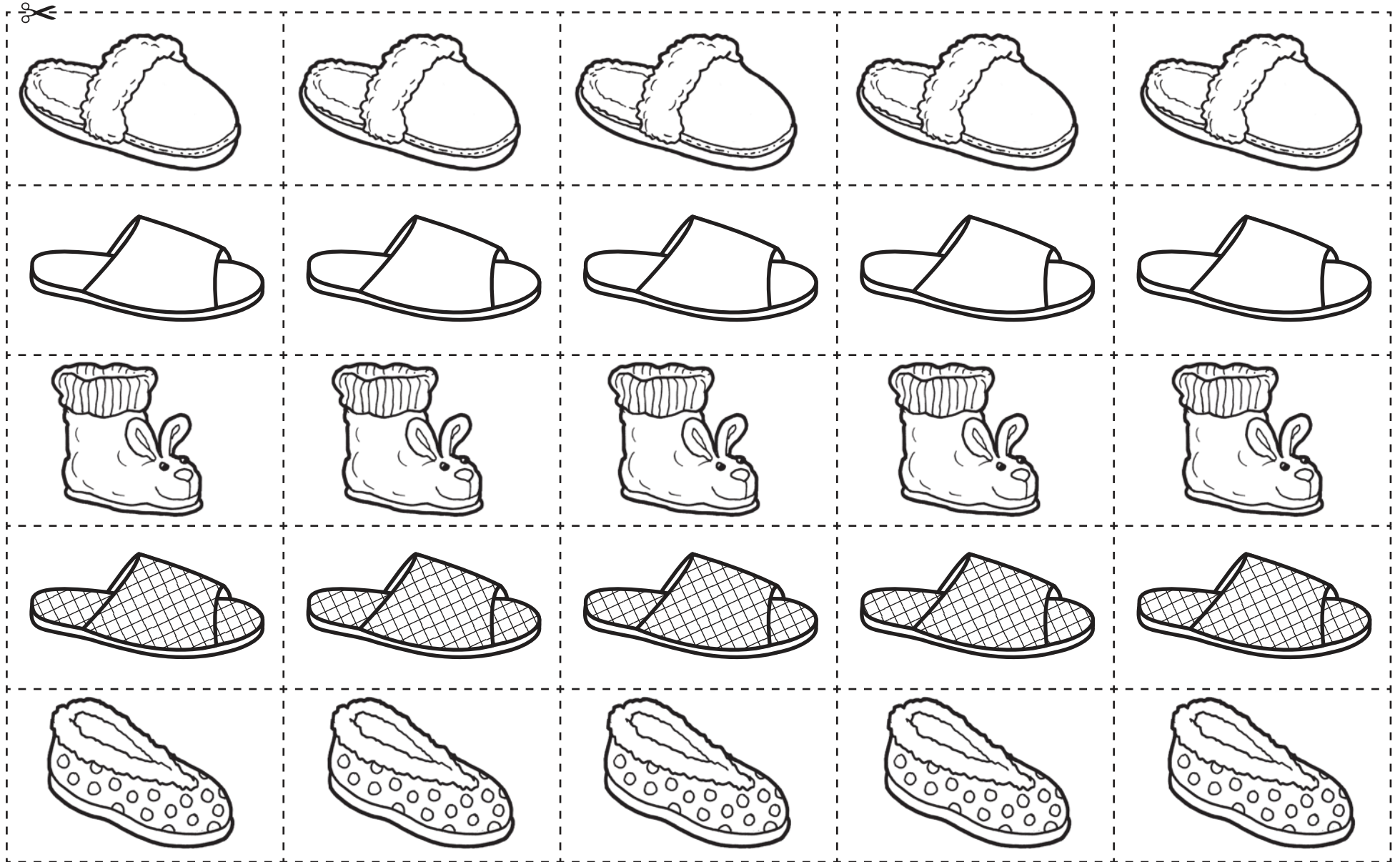
Feed the birds – Game board



The slipper game – Game board



The slipper game – Game cards



Slide

Maths focus: recognising odd and even numbers to 10.

Learning objective: 1Nc.05

A game for two players

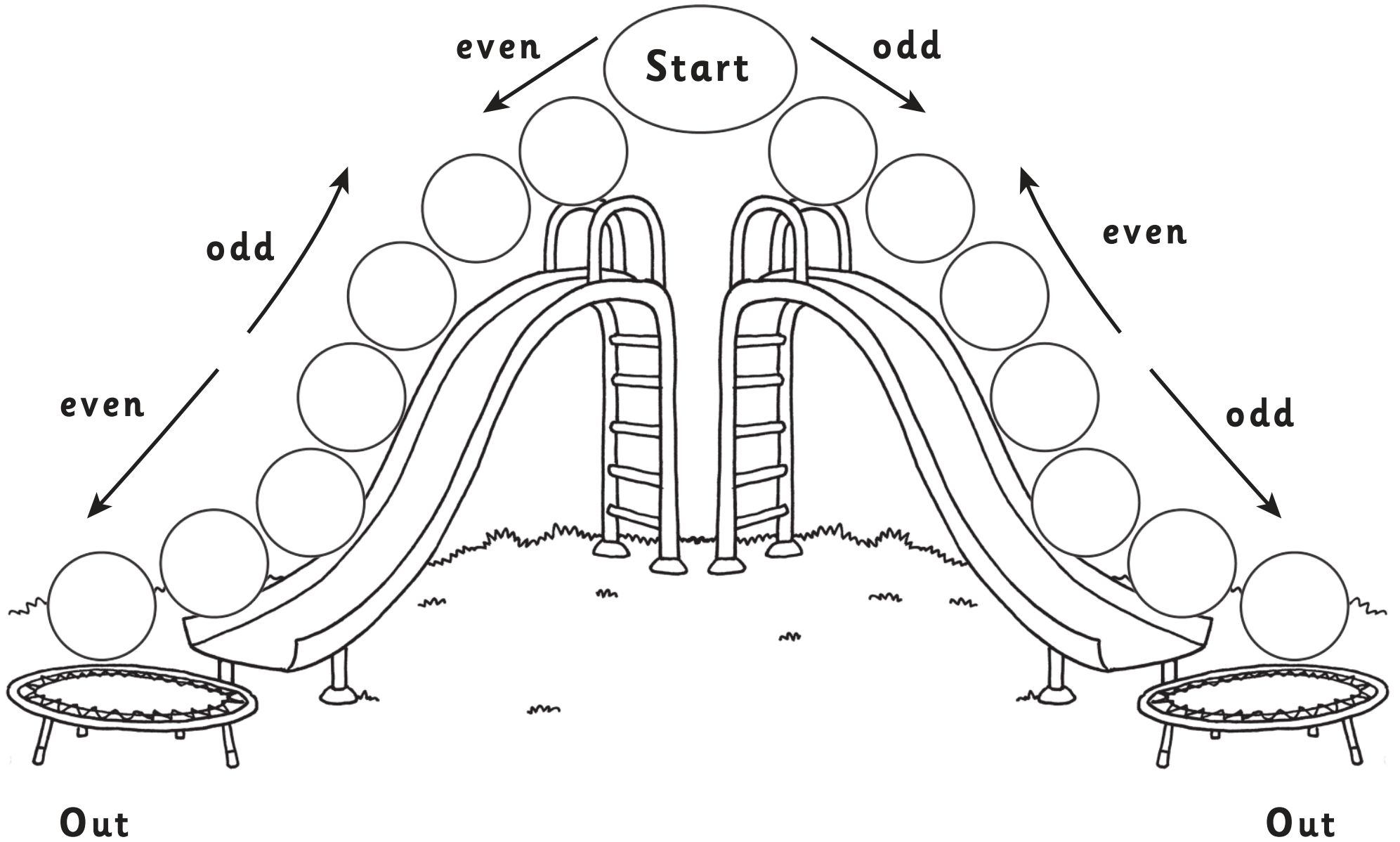
You will need:

- Game board (page 9).
- A 1–6 dice (page 75) or 1–6 spinner (page 78).
- A counter for each player.

How to play

1. Players put their counter on the 'Start' space and then take turns to roll the dice (or spin the spinner).
2. If the number rolled or shown on the spinner is odd, the player moves that number of spaces in the direction shown by the odd arrow (towards the right of the board). If the number rolled or spun is even, they move that number of spaces in the direction of the even arrow (towards the left of the board).
3. The winner is the player still on the slide when the other player has slid off.

Slide – Game board



Adding games (1 and 2)

Maths focus: (Game 1) adding by combining, (Game 2) adding on a number line.

Learning objective: 1Ni.02

A game for up to four players

You will need:

- Game board (page 11).
- Two 1–6 dice (page 75) or two 1–6 spinners (page 78).
- A counter each.
- (Game 1) A supply of counting objects (e.g. cubes).
- (Game 2) 0–20 number line (page 82).

How to play

Game 1

1. Each player puts their coloured counter on 'Start'. Players take turns to roll one dice (or spin one spinner) and move along the track the correct number of circles.
2. If a player lands on a shaded circle, they collect the same number of objects as shown by the dice (or spinner) score. Then they roll the second dice (or spin the second spinner) and collect that number of objects too.
They put all the objects together and find the total. If the other players agree that the first player has found the correct total, that player can 'jump' onto the next shaded circle.
3. A player must roll or spin the correct number to land on 'Finish'.
The first player to land on 'Finish' is the winner.

Game 2

1. Each player puts their coloured counter on 'Start'. Players take turns to roll one dice and move along the track the correct number of circles.
2. If a player lands on a shaded circle, they roll the second dice (or spin the second spinner) and add the two scores together using a number line. They should mark the larger number on the number line first, then count on (marking the jump or jumps) to find the total. If the other players agree that the first player has found the correct total, that player can jump onto the next shaded circle.
3. The first player to roll or spin the correct number to land on 'Finish' is the winner.

Challenge

For a more challenging game, add a timer to push learners to develop and use efficient strategies.