

Race to the middle

Maths focus: following the numbers 1–100 in the correct order.

Learning objective: supports 2Nc.01

A game for two to four players

You will need:

- Game board (page 2).
- A 1–6 dice (page 106) or spinner (page 107).
- A different coloured counter for each player.

How to play

1. Players place their counter on 'Start'. They take turns to roll the dice and move their counter the matching number of spaces.
2. If a player lands on a shortcut, they can move their counter to follow it.
3. The first player to reach the centre is the winner.

Players must take care to follow the numbers as they spiral in to the centre, particularly after taking a shortcut.

Snakes and ladders (1)

Maths focus: recognising and following the correct order of numbers.

Learning objectives: supports 2Nc.01; 2Nc.04

A game for two to four players

You will need:

- Game board (page 3).
- A 1–6 dice (page 106) or spinner (page 107).
- A different coloured counter for each player.

How to play

1. Players place their counter on 'Start', then take turns to roll the dice and move their counter that number of squares along the board following the counting order of numbers.
2. If they land at the bottom of a ladder, they can climb up it as part of that turn. But if they land on a snake head they must slide down to the bottom of the snake as part of their turn.
3. The winner is the first player to reach the 'Finish' square.

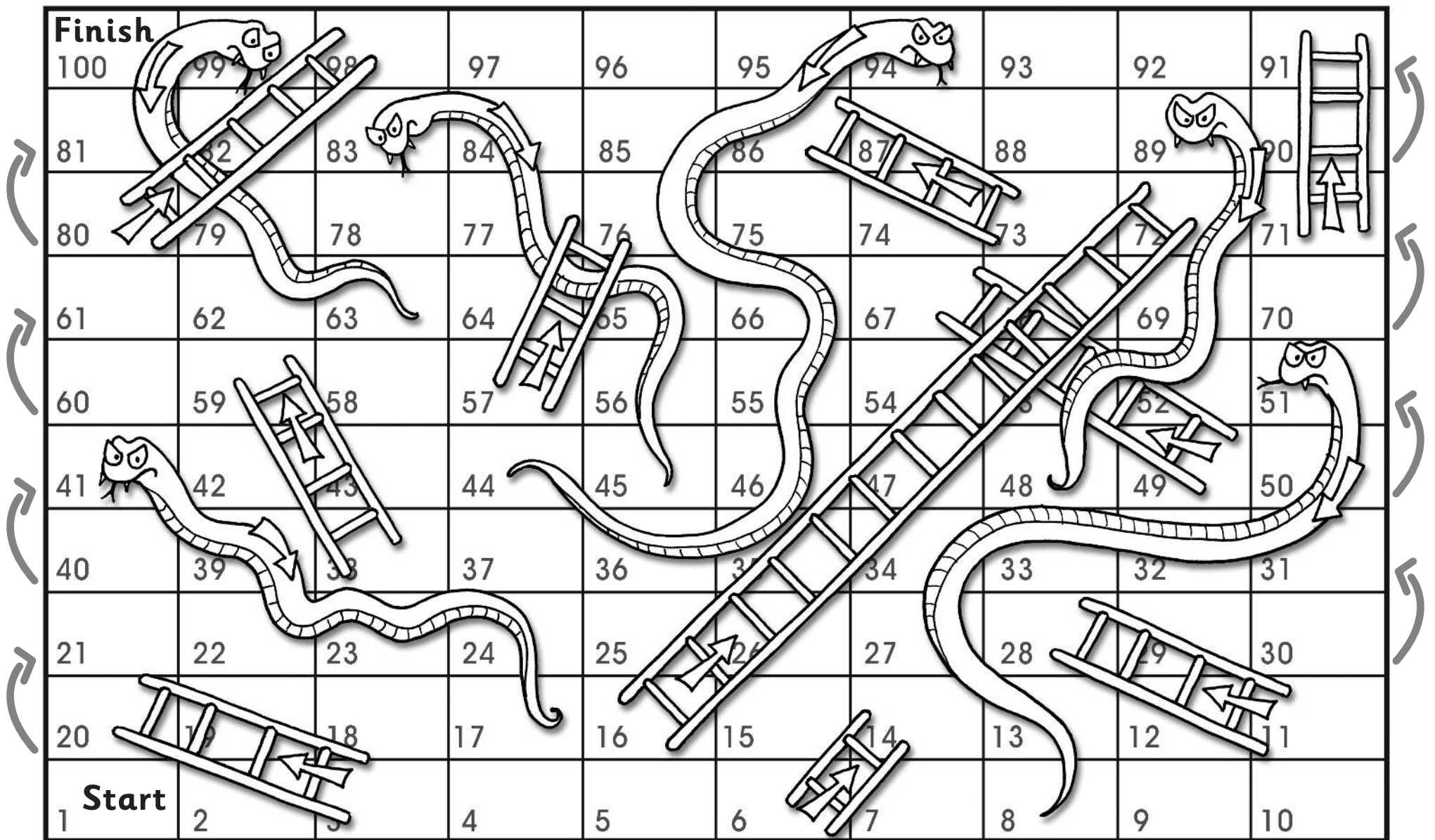
Players need to take particular care when at a ladder bottom or snake head, and at the end of each row, to make sure they are following the numbers correctly.

If this game is played with the whole class, either split the class into two teams or put learners into groups of up to four. The winner of a game should move to a different group of four, so that learners play in different groups.

Race to the middle – Game board

Start	1 ↓ shortcut	2	3	4	5	6 ↓ shortcut	7	8	9 ↙ shortcut	10
39	40	41	42	43	44	45	46	47	48	11
38	71	72	73	74	75	76	77	78	49	12
37	70	95	96	97	98	99	100	79	50	13
36	↔ shortcut 69	94						80	51	14
35	68	93						81	↔ shortcut 52	15
34	67	92						82	53	16
33	66	91						83	54	17
32	65	90	89	88	↕ shortcut 87	86	85	84	55	18
31	64	63	62	61	60	59	58	57	56	↘ shortcut 19
30	↙ shortcut 29	28	27	26	25	24	23	22	21	↘ shortcut 20

Snakes and ladders (1) – Game board



100 square muddle

Maths focus: becoming familiar with the layout and patterns of numbers in a 100 square.

Learning objective: supports 2Nc.06

A game for two or three players

You will need:

- Game board (page 5).
- A 1–6 dice (page 106) or spinner (page 107).
- A different coloured counter for each player.

How to play

1. In order to help players work out where to move their counter, it may be useful to explore which numbers have been swapped and how they link to each other before starting the game.
2. Players put their counters on 'Start' (1) then take it in turns to roll the dice and move their counter along the 100 square by the number of spaces shown on the dice. Players need to take care to progress along the square, and at the end of each row they must move their counter to the beginning of the next row.
3. Some of the numbers have been swapped. If a player lands on a swapped number (for example, 60 in the first row) they must move their counter to where the correct number is (in this case, 6). Sometimes this will take them closer to the Finish (100) and sometimes this will take them back towards the start. The winner is the first player to land on 100.

Challenge

For a more challenging game, give players a 100 square and a blank 100 square to enable them to make up their own 100 square muddle. They could play the game with a partner or challenge them to spot and colour the swaps.

100 square muddle – Game board

1	2	3	4	5	60	7	8	9	10
Start									
11	21	31	14	15	16	17	18	91	20
12	22	23	24	52	26	27	28	29	30
13	32	33	43	35	36	37	83	39	40
41	42	34	44	54	46	74	48	94	50
51	25	53	45	55	65	57	85	59	6
61	62	63	64	56	66	76	68	69	70
71	72	73	47	75	67	77	87	79	80
81	82	38	84	58	86	78	88	98	90
19	92	93	49	95	96	97	89	99	100
									Finish

100 square games (1 and 2)

Maths focus: learning the number pattern produced when adding or subtracting 10 repeatedly.

Learning objective: 2Nc.04

A game for two or three players

You will need:

- Game board (page 7).
- A spinner for Game 1 or Game 2 (page 8).
- A different coloured counter for each player.

How to play

Game 1: Adding 10

1. Players put their coloured counter on any single-digit number. Players then take it in turns to spin the spinner. If the spinner lands on a blank segment, the player's counter stays where it is. If the spinner lands on an 'add 10' segment, the player moves their counter one row down the 100 square, adding ten.
2. Players record their journey down the 100 square. For example, if the player starts on 6:
 $6 + 10 = 16$
 $16 + 10 = 26$
 $26 + 10 = 36$ and so on.
3. The winner is the first player to reach the bottom row of the 100 square.

Game 2: Taking away 10

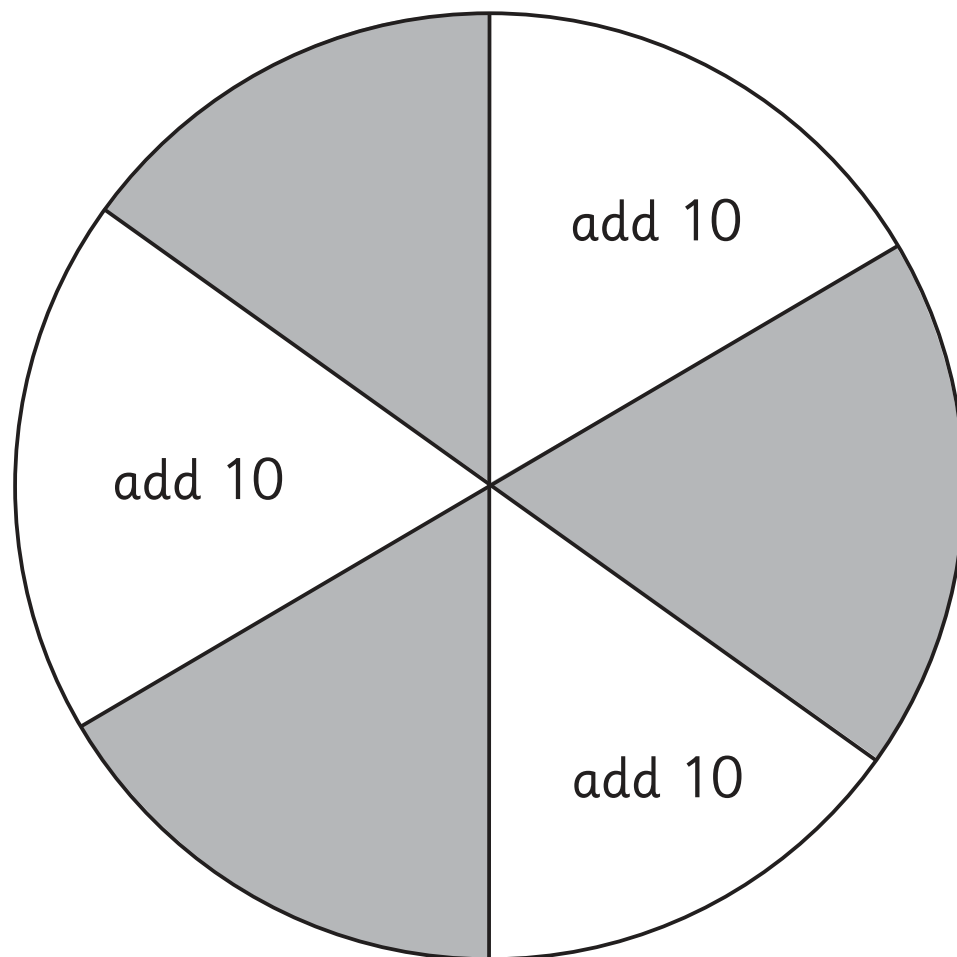
1. As Game 1, but players start by putting their coloured counter on any number in the last row of the 100 square, 91 to 100. Players then take it in turns to spin the spinner. If the spinner lands on a blank segment, the player's counter stays where it is. If the spinner lands on a 'subtract 10' segment, the player moves their counter one row up the 100 square, taking away (subtracting) ten.
2. Players record their journey up the 100 square. For example, if the player starts on 93:
 $93 - 10 = 83$
 $83 - 10 = 73$
 $73 - 10 = 63$ and so on.
3. The winner is the first player to reach the first row of the 100 square.

100 square games (1 and 2) – Game board

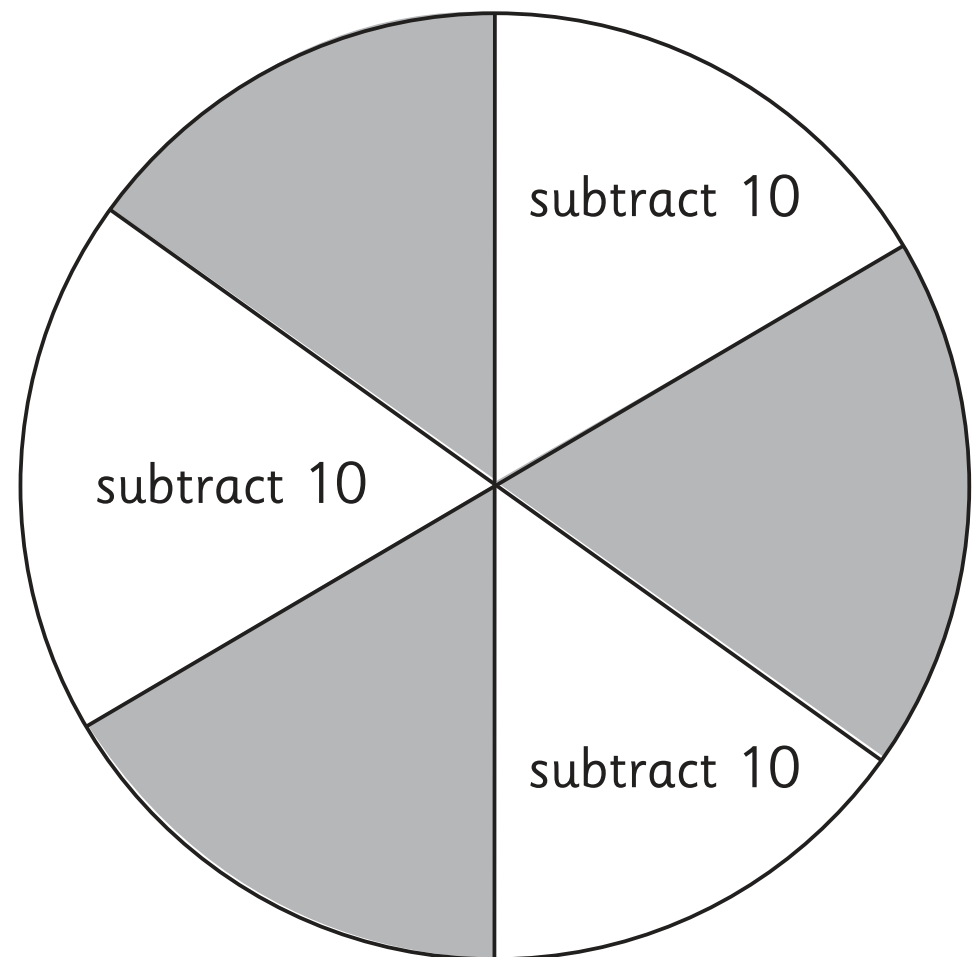
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

100 square games (1 and 2) – spinners

Game 1 spinner



Game 2 spinner



Hare and tortoise (1 and 2)

Maths focus: counting on correctly and timing accurately.

Learning objective: 2Nc.04

A game for two players

You will need:

- Game board (page 10).
- A playing piece for each player (page 10).
- A 1–6 dice (page 106) or spinner (page 107).
- A stopwatch.

How to play

Game 1: Hare and tortoise

1. Players choose to be either the hare or the tortoise, then take turns to roll the dice:
 - If the tortoise throws a 1, 2 or 3, they move forwards that number of spaces. If they throw a 4, 5 or 6, they do nothing and it is the hare's turn.
 - If the hare throws a 4, 5 or 6, they move forwards that number of spaces. If they throw a 1, 2 or 3, they do nothing and it is the tortoise's turn.
 - If the hare lands on carrots or lettuces, it misses a turn (while it eats the food).
 - If the hare lands on a rain cloud it shelters from the rain for 10 seconds, and the tortoise can have as many turns as it can fit in during the 10 seconds. It is then the hare's turn again and play continues as normal.
 - If the hare lands on a butterfly it sleeps for 20 seconds, and the tortoise can have as many turns as it can fit in during

the 20 seconds. It is then the hare's turn again and play continues as normal.

2. The player who reaches 'Finish' first is the winner. Will it be the hare or the tortoise?
3. Play the game again. Does the same animal win?

Game 2: A fair game

Ask players whether Game 1 was a fair game. Challenge them to use the board, playing pieces, dice and stopwatch to make a game of their own about a hare and a tortoise, then choose a partner to play it with. Can they make the game better?

Teaching notes

This game is based on the fable by Aesop called *The Tortoise and the Hare*. At the beginning of the game, the rules seem unfair because the hare can move in larger jumps than the tortoise; this gives the impression that the hare will always win. However, the hare is also impacted by the obstacles, while there are no obstacles or hazards for the tortoise.

Game 2 allows the players to discuss the game and look for a way to improve it. That could involve changing the rules, changing the times or changing the obstacles. It's up to the players!

Hare and tortoise (1 and 2) – Game board

Playing pieces – cut along the dashed line to separate the game board from the playing pieces. Then cut out the pieces and give one to each player.

