

3s and 4s game

Maths focus: counting in threes or fours.

Learning objective: 3Nc.02

A game for two players

You will need:

- Game board (page 2).
- A 1–6 dice (page 97) or spinner (page 113).
- A different coloured counter (or alternative) for each player.

How to play

1. Players take it in turns to roll the dice twice. The first roll tells them how many spaces to move, the second roll tells them whether to count in threes or fours:
 - If the dice shows an odd number (1, 3 or 5) the player counts in threes.
 - If the dice shows an even number (2, 4 or 6) the player counts in fours.
2. Players then count from zero in threes or fours to the highest multiple of three or four without going past the number they landed on. Any remainder is the player's bonus score and they move on that number of spaces.
3. The first player to 50 is the winner.

3 and 4 race

Maths focus: counting in threes or fours.

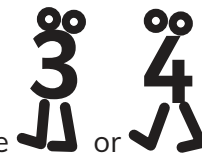
Learning objective: 3Nc.02



A game for two players

You will need:

- Game board (page 3).
- A 1–6 dice (page 97) or spinner (page 113).
- A different coloured counter (or alternative) for each player.

How to play

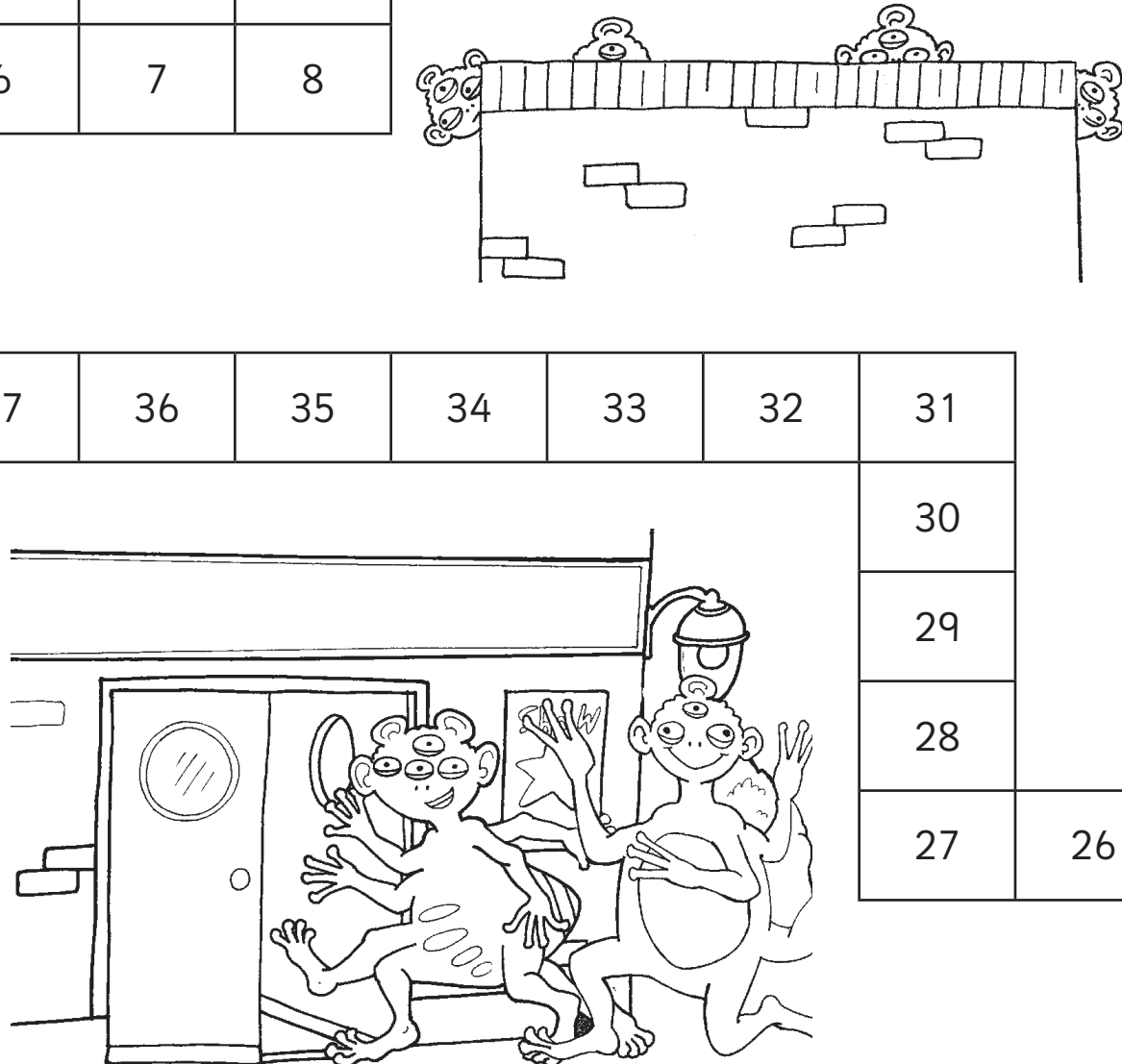


1. Each player chooses whether to be  or .
2. They place their counter on the correct 'Start', then take it in turns to roll the dice and move their counter. Player 3 must roll an odd number (1, 3 or 5) to move on one space. If they roll an even number, they stay where they are. Player 4 must roll an even number (2, 4 or 6) to move on one space. If they roll an odd number, they stay where they are. Numbers in circles are multiples of 3, numbers in triangles are multiples of 4. Numbers that are multiples of 3 and 4 are in a circle within a triangle.
3. The winner is the first player to land on the correct 'Finish'.

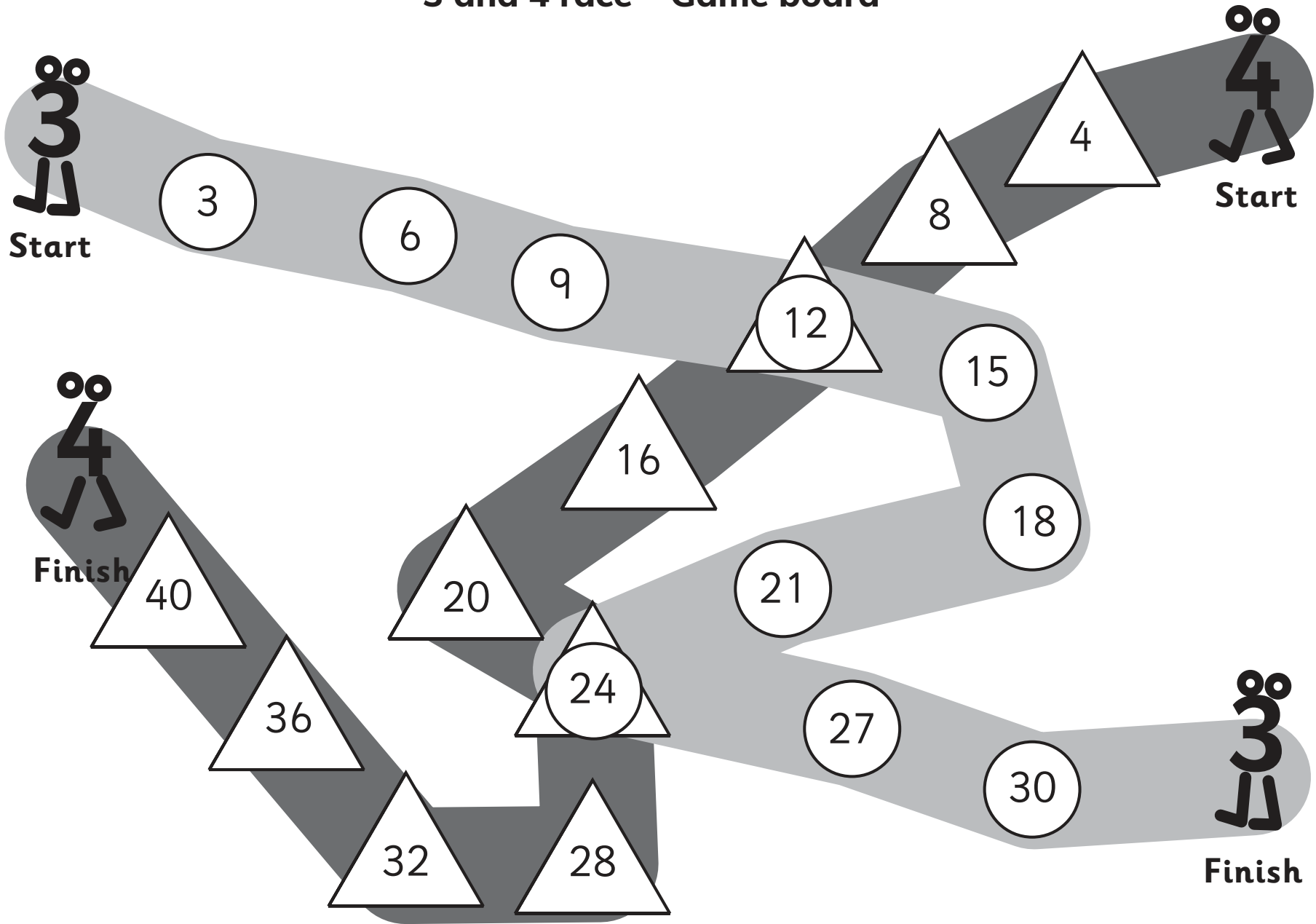
Teaching notes

4's path finishes at 40 and 30's path finishes at 30 to ensure both paths are the same length. Although 36 is a multiple of 3, it does not have a circle around it and is not included in 3's path.

3s and 4s game – Game board

1	2	3	4		10	11	12	13	14	15	16				
Start			5		9						17				
			6	7	8							18			
Finish															19
50															20
49															21
48		38	37	36	35	34	33	32	31		22				
47		39							30		23				
46		40							29		24				
45		41							28		25				
44	43	42							27	26	25				

3 and 4 race – Game board



Adding 10 and 100 game

Maths focus: finding 10 and 100 more than two- and three-digit numbers.

Learning objective: 3Nc.02

A game for two to four players

You will need:

- Game board (page 5).
- A 1–6 dice (page 97) or spinner (page 113).
- A different coloured counter for each player.
- Optional – a set of place value cards (pages 107–110), excluding the single digits for the main game.

How to play

Each player begins with a score of 10.

1. Players place their counters on 'Start', then take it in turns to roll the dice and move their counter accordingly.
2. Players land on a 0, 10 or 100 and add that number to their score.
3. The game ends when all the players have landed on 'Finish'.
4. The winner is the player with the greatest final score.

Some players may find place value cards helpful when adding on 10 or 100.

Players could also mark their score on a 0–1000 number line (marked either in tens or hundreds).

Challenge

For a more challenging game, ask players to start with a score of any single-digit number.

Subtracting 10 and 100 game

Maths focus: finding 10 and 100 less than two- and three-digit numbers.

Learning objective: 3Nc.02

A game for two to four players

You will need:

- Game board (page 5).
- A 1–6 dice (page 97) or spinner (page 113).
- A different coloured counter for each player.
- Optional – a set of place value cards (pages 107–110), excluding the single digits.

How to play

Each player begins with a score of 1000.

1. Players place their counters on 'Start', then take it in turns to roll the dice and move their counter accordingly.
2. Players land on a 0, 10 or 100 and subtract that number from their score.
3. The game ends when all the players have landed on 'Finish'.
4. The winner is the player with the smallest final score.

Some players may find place value cards helpful when subtracting 10 or 100.

Players could also mark their score on a 0–1000 number line (marked either in tens or hundreds).

Challenge

For a more challenging game, ask players to start with a score of $99\square$ (where \square is any single-digit number).

10 and 100 games – Game board

Start	0	0	10	0	0	10	0	0	10	0
0	0	10	100	0	10	0	0	100	0	0
100										
0	10	0	10	0	0	10	0	10	0	0
0	0	10	0	10	0	10	0	10	10	0
100										
0	10	0	10	100	0	10	0	100	0	0
0	10	0	100	0	10	0	10	0	100	10
100										
0	0	10	10	10	0	10	0	10	10	Finish

Bank

Maths focus: consolidating money knowledge; using addition facts up to 100.

Learning objective: supports 3Nm.02

A game for two to four players

You will need:

- Game board (page 7).
- A selection of coins.
- Paper.
- Pencil for jotting.
- Paper clip for spinner.

How to play

Game 1: Make it!

1. Players lay a paper clip on the spinner, so that one end of it lies at the centre of the spinner. They hold the point of a pencil through the hole in the end of the paper clip (so the tip of the pencil is on the centre of the spinner). Then they spin the paper clip around the pencil and read off the number the paper clip lands on.
2. They move that number of spaces and use coins to make the value shown on the space.
3. The other players check the value they have made. If the value is correct, the player stays in place. If it is incorrect, they move back the number of spaces that they just moved.
4. The first player to land on 'Finish' and correctly make the value shown on that space wins.

Game 2: Fewer coins

Play as before but challenge the players to make the amount shown using the smallest possible number of coins.

Teaching notes

This game is designed to consolidate and practise addition of money. It would be useful for players to have a good understanding of the different coins and their equivalence, but this is not essential.

Some players may start with lower values and then gradually trade them for higher values.

Bank – Game board

The game board consists of a grid of money amounts. The top row contains 8 cells with values: 96c, 88c, 33c, 13c, 25c, 99c, 82c, 64c. The middle row contains 2 cells: 55c on the left and 10c on the right. The next row contains 2 cells: 30c on the left and 43c on the right. The next row contains 2 cells: 47c on the left and 29c on the right. The next row contains 2 cells: 71c on the left and 81c on the right. The bottom row contains 4 cells: 75c (with 'Start' below it), 41c, 60c, 30c, and 17c. A 'Finish' box with '24c' is located above the 41c and 60c cells. In the center of the board is a drawing of a bank building with 'BANK' on its sign, a sun, and several coins scattered around. To the left of the board is a vertical stack of 15 coins, and to the right is another vertical stack of 15 coins. A spinner is located in the lower-left area of the board, divided into four quadrants labeled 1, 2, 3, and 'Miss a turn'.

96c	88c	33c	13c	25c	99c	82c	64c			
55c							10c			
30c							43c			
47c							29c			
71c							81c			
75c Start							41c	60c	30c	17c
Finish 24c										

How much will you have to spend?

Maths focus: recognising the value of coins, exchanging coins of equivalent values, and making change.

Learning objective: 3Nm.02

A game for two players

You will need:

- Game board (page 9).
- Change sheet (page 10).
- Coins or paper money (page 11) with a total value of \$2.00 for each player.
- A 1–6 dice (page 97) or spinner (page 113).
- A different coloured counter (or alternative) for each player.
- A pot containing coins with a total value of \$5.00.
 Note that the coins should include some 25c and 50c coins, but also plenty of low value coins to ensure players can make change as required.

How to play

Game 1: Money hunt

Each player starts with \$2.00.

The aim of the game is to collect money to spend at the zoo.

1. Players place their counters on the correct starting space, then take turns to roll the dice and move that number of places.
2. If they land on a money section, they pick up that amount (take it from the pot) or lose that amount (put it in the pot). They may need to give change (taking a larger amount from the pot and putting some of their own money back in) or take change.

If necessary they can ask their opponent to swap some coins (e.g. put 1c × 5 coins in the pot and take a 5c coin out).

3. If it is not possible to pick up or lose the relevant amount, the player misses that turn.
4. Players can choose their own route, but they cannot travel round the same section of the track more than once.
5. When both players have reached the zoo gates, they count their money. The winner is the player with more money.

Game 2: Change it!

Play as for Game 1 but use more higher value coins so players are more likely to need to work out change.

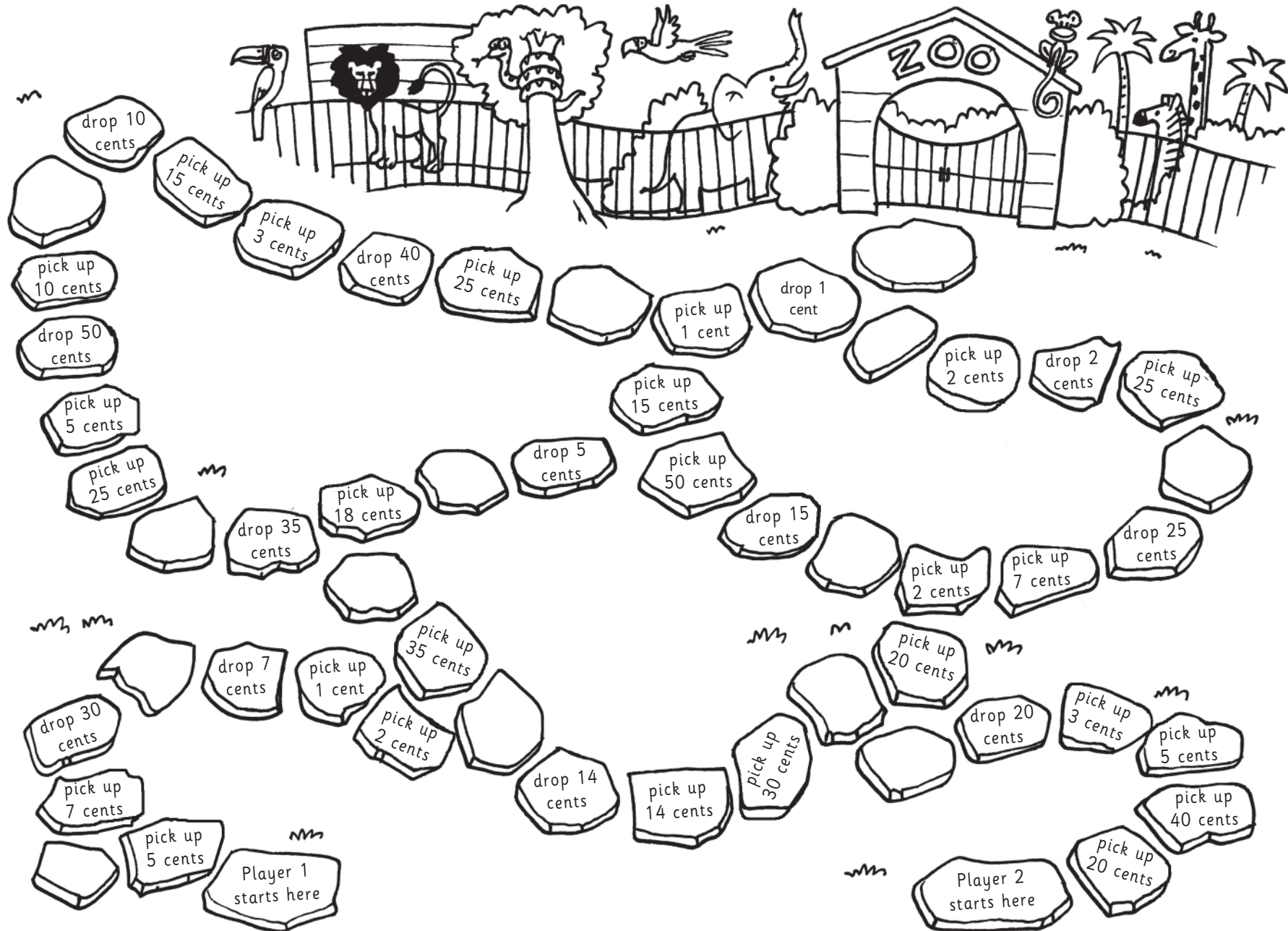
Teaching notes

Some players may need smaller value coins than others.











At the beginning, players will play this as a game of chance. The more they play the more they will strategise and plan their route according to the number shown.










Some players may need to use the change sheet to help them when giving change or making larger amounts.

How much will you have to spend? – Game board



How much will you have to spend? – Change sheet

	1c	1c	1c	1c	1c	=	
	5c	5c				=	
	5c	5c	5c	5c	5c	=	
	10c	10c	10c	10c	10c	=	
	25c	25c	25c	25c		=	

	1c	1c	1c	1c	1c	=	
	5c	5c				=	
	5c	5c	5c	5c	5c	=	
	10c	10c	10c	10c	10c	=	
	25c	25c	25c	25c		=	