The counting game

Maths focus: counting on and back in 1000s, 100s and 10s in order to add and subtract.

Learning objective: 4Nc.01

A game for two or three players

You will need:
- Game board (page 2).
- A set of 0–10 cards (page 96). (Note: only the digits 1–9 are required for this game.)
- A 1–6 dice (page 97) or a 1–6 spinner (pages 98–99).
- A different coloured counter (or alternative) for each player.
- A pencil for each player.

How to play
1. All players place their counters on 'Start'.
2. Each player takes three of the 1–9 cards. They arrange their cards to make a three-digit number, which they write at the top of their column of the grid on the game board.
3. Players take turns to roll the dice and move their counter around the board. They add or subtract from their three-digit number according to the instructions on the spaces they land on.
   They write their new number in their column after each turn.
4. Where the path goes in two directions, players can choose which way to go.
5. Once all players have reached the finish, the player with the score closest to 3000 is the winner.

Sequences bingo

Maths focus: recognising and extending number sequences.

Learning objective: 4Nc.04

A game for a leader and up to 40 players

You will need:

For the leader:
- Game cards (pages 3–4).
- A check sheet (uncut copy of the game cards).

For each player:
- A game board (pages 5–9).
- 15 counters.

How to play
1. The leader shuffles the game cards, then calls out one question at a time. The bold number to the left of the sequence is the answer, so make sure the players cannot see the game cards or the check sheet.
2. After reading a question, the leader places the game card on top of the matching question on the check sheet.
3. Players who have the answer on their game board cover it with a counter.
4. The first player to cover all their answers shouts 'Bingo' and is the winner. The leader checks the winner's game board by comparing the numbers on the board with the cards placed on the check sheet.

The counting game – Game board

Start	Add 3000	Add 600
Subtract 800	Add 1000	Choose a direction
Add 200	Choose a direction	Add 200
Add 500	Subtract 1000	Add 700
Subtract 100	Add 80	Subtract 300
	Subtract 40	Subtract 200
	Add 800	Add 5000
	Finish	Add 900
		Add 500

Player 1	Player 2	Player 3
Finish number	**Finish number**	**Finish number**

Sequences bingo – Game cards

		4	Find the next number in this sequence: −12, −8, −4, 0, ☐	6	Find the next number in this sequence: 30, 24, 18, 12, ☐
8	Find the missing number in this sequence: −10, −4, 2, ☐, 14	9	Find the missing number in this sequence: −3, 3, ☐, 15, 21	10	Find the next number in this sequence: 70, 55, 40, 25, ☐
12	Find the missing number in this sequence: 3, 6, ☐, 24, 48	14	Find the missing number in this sequence: 7, ☐, 21, 28, 35	15	Find the missing number in this sequence: 120, 60, 30, ☐, 7.5
16	Find the next number in this sequence: 4, 7, 10, 13, ☐	18	Find the next number in this sequence: 54, 45, 36, 27, ☐	20	Find the missing number in this sequence: 160, 80, 40, ☐, 10
21	Find the next number in this sequence: −19, −9, 1, 11, ☐	24	Find the missing number in this sequence: 3, 6, 12, ☐, 48	25	Find the missing number in this sequence: 625, 125, ☐, 5
27	Find the next number in this sequence: 15, 18, 21, 24, ☐	28	Find the missing number in this sequence: 7, 14, 21, ☐, 35	30	Find the next number in this sequence: 90, 75, 60, 45, ☐
32	Find the next number in this sequence: 2, 4, 8, 16, ☐	35	Find the next number in this sequence: 63, 56, 49, 42, ☐	36	Find the missing number in this sequence: 9, 18, ☐, 72, 144
40	Find the missing number in this sequence: 5, 10, 20, ☐, 80	42	Find the next number in this sequence: 14, 21, 28, 35, ☐	45	Find the next number in this sequence: 9, 18, 27, 36, ☐

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48	Find the missing number in this sequence: 6, 12, 24, ☐, 96	**49**	Find the next number in this sequence: 21, 28, 35, 42, ☐	**50**	Find the next number in this sequence: −30, −10, 10, 30, ☐
54	Find the next number in this sequence: 18, 27, 36, 45, ☐	**56**	Find the next number in this sequence: 24, 32, 40, 48, ☐	**60**	Find the missing number in this sequence: 480, 240, 120, ☐, 30
63	Find the next number in this sequence: 99, 90, 81, 72, ☐	**64**	Find the next number in this sequence: 4, 8, 16, 32, ☐	**70**	Find the next number in this sequence: 350, 280, 210, 140, ☐
72	Find the missing number in this sequence: 54, 63, ☐, 81, 90	**80**	Find the next number in this sequence: 5, 10, 20, 40, ☐	**81**	Find the missing number in this sequence: 63, 72, ☐, 90, 99
90	Find the next number in this sequence: 10, 30, 50, 70, ☐	**100**	Find the next number in this sequence: −20, 10, 40, 70, ☐		

Sequences bingo – Game boards

4	6	16	18	21
24	28	32	35	42
45	56	63	81	100

6	9	10	18	21
24	28	30	32	42
45	56	64	81	100

6	9	16	18	20
25	28	32	35	42
48	50	63	70	81

4	9	15	16	20
21	28	30	35	45
49	56	63	70	81

6	8	14	18	20
27	28	32	36	42
48	60	64	72	80

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24	25	30	32	45
49	54	64	72	80

4	6	10	16	20
25	28	35	36	42
45	50	56	72	90

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25	27	32	35	40
49	54	63	81	100

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Sequences bingo – Game boards

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Sequences bingo – Game boards

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Sequences bingo – Game boards

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Positive and negative numbers

Maths focus: using positive and negative numbers to indicate changes in temperature.

Learning objective: 4Ni.01

A game for two players

You will need:
- Game board (page 11).
- Two 1–6 dice (page 97) or 1–6 spinners (pages 98–99).
- One counter (or alternative).

How to play
1. Place the counter at '0' on the board.
2. Each player takes one dice. One player is the 'Sunshine' and one is the 'Snowflake'. Players take turns to roll their dice. Each roll of the dice indicates a change in temperature (in degrees Celsius). The value of the change is indicated by the dice score. The direction of change, positive or negative, depends on which player rolled the dice:
    - The 'Sunshine' player moves in a positive direction towards 10°C.
    - The 'Snowflake' player moves in a negative direction towards –10°C.
3. For example, if the 'Snowflake' player is the first to roll the dice, and they roll a 4, they move the counter 4 spaces in a negative direction to –4°C on the board. If the 'Sunshine' player then rolls a 6, they move the counter 6 spaces in a positive direction, to land on 2°C.
4. Players continue to take turns rolling their dice until one player reaches, or passes, their target end of the scale, i.e. 10°C for Sunshine and –10°C for Snowflake. That player is the winner.

Subtract three in a row

Maths focus: subtracting pairs of three-digit numbers.

Learning objective: 4Ni.02

A game for two players

You will need:
- Game board (page 12).
- A set of counters (or alternative) for each player.
- Paper, pencils and a calculator may be useful.

How to play
1. Players take turns to choose two numbers from the 'Number choices' grid on the game board.
2. They calculate the difference between the two numbers. If that difference appears on the game board, they cover it with a counter and have another turn. If the difference is not on the game board, their turn ends and it is the other player's turn.
3. If a player makes a difference that is already covered by a counter, they miss a turn.
4. Players may use a calculator to check their calculations if they disagree on the difference.
5. The first player to place three counters in a row, vertically, horizontally or diagonally, is the winner.