

## Number Partners Primary Maths Games Box – Crib Sheet

Below is an overview of the games found in the Number Partners games box to get an idea before looking at the full instructions together with pupils during a Number Partners session. The level of difficulty (easy, medium, hard) refers to the complexity of the game rather than the difficulty of the maths involved. You can be creative and differentiate any of the games to suit the numeracy level of your pupils.

**EASY**

### 24 Game Add/Subtract

**Ages:** 6+

**Game type:** Card

**Maths skill:** Mental arithmetic- addition and subtraction

**Aim:** to be the player with the most cards at the end of the game

**Gameplay:** The cards are placed face-down on the table. The cards are turned over one at a time and each player tries to use the four numbers on the card to create a  $-/+$  sum equalling 24. The dots on the cards indicate difficulty, with three dots being the hardest. The first player to make a sum equalling 24 wins the card.



### Auntie Pasta

**Ages:** 6+

**Game type:** Boardgame

**Maths skill:** Fractions

**Aim:** to be the first player to completely fill all four pizza pans with correct fraction pieces.

**Gameplay:** Each player chooses a section of the board to play with. Each player takes turns to spin the spinner. Players then pick up pizza fraction pieces depending on where the spinner lands. The fraction pieces are used to fill the four pizza 'pans' in each player's section. Please get your partner to explain what fraction each piece represents.



### Katamino

**Ages:** 8+

**Game type:** Puzzle

**Maths skill:** Logic, Spatial awareness



**Aim:** to completely fill a space on the board using the coloured blocks provided. A logic puzzle.

**Gameplay:** Differently shaped coloured blocks are used to fill a board space. The board space can be adjusted by using a black dividing bar. The smaller the board space, the easier the puzzle.

### Maths Dice

**Ages:** 6+

**Game type:** Dice

**Maths skill:** Mental arithmetic- addition and subtraction

**Aim:** to be the first player to reach the finish line on the scoring track

**Gameplay:** One player rolls the 12-sided die to find the target number. The five coloured dice are rolled to find the scoring numbers. All players use  $-/+$  and the scoring numbers to make a sum equal to the target number. Players do not have to use all five scoring numbers in their sum. When a player has worked out a sum, they shout 'Maths Dice!' and explain their sum. Players get points for the number of different ways they reach the target. They move a token along the scoring track, one square for each sum explained.



### Rainbow Fraction Dominoes

**Ages:** 6+

**Game type:** Dominoes

**Maths skill:** Fractions

**Aim:** to be the player with the fewest dominoes at the end of the game.

**Gameplay:** Each player gets six dominoes. Players take it in turns to place the domino cards down. Each card must be placed so one side touches another card's side of equal value. For example, a card label with  $\frac{1}{2}$  could be placed against a card with a circle half coloured in or another card labelled  $\frac{1}{2}$ .



### Shut the Box

**Ages:** 6+

**Game type:** Boardgame

**Maths skill:** Mental arithmetic: addition

**Aim:** to flip over as many numbers as possible before the other player

**Gameplay:** Each player simultaneously rolls their two dice. Each player then adds the total of the dice together. The player can then flip over any combination of numbers that equals



the dice total. Players cannot flip more than two numbers in a turn. E.g. if the total of the dice is 9, players can flip 9, 8+1, 7+2, 6+3, and 5+4. This is repeated until no more numbers can be flipped.

### Snap It Up Addition and Subtraction

**Ages:** 6+

**Game type:** Card

**Maths skill:** Mental arithmetic- addition and subtraction

**Aim:** be the first player to make three correct equations.

**Gameplay:** a black card with a number on it is placed in the centre. Each player is given three purple cards which they use to make a sum totalling the number on the black card. Players can discard and pick up purple cards to change their hand.



**MEDIUM**

### The Friendly Number Game

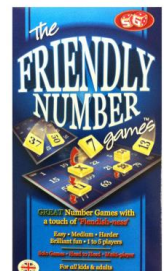
**Ages:** 5+

**Game type:** Tiles (similar to Scrabble or Bananagrams)

**Maths skill:** Mental arithmetic- addition, subtraction, division, multiplication.

**Aim:** to place all your number tiles onto numbers on the game boards first.

**Gameplay:** There are multiple games of ascending difficulty. We recommend the Main Game to start. Lay out all the symbol tiles (+/-/÷/×) face up and lay out all four playing boards. Each player picks 5 light blue tiles and 5 dark blue tiles out of the bag. On 'Go' each player tries to match the numbers on the game boards by creating a mini sum out of their number tiles and the symbol tiles.



### Money Bags

**Ages:** 7+

**Game type:** Boardgame

**Maths skill:** Addition, money terms

**Aim:** to be the player with the most money at the end of the game

**Gameplay:** Each player takes turns to roll the dice and move their marker around the board. Each square on the board lets the player earn money to add to their collection. After each turn the player spins the spinner to see which coins can be used to make the amount earned.





## Mathical Creatures

**Ages:** 7+

**Game type:** Cards

**Maths skill:** Mental arithmetic- addition, subtraction, division, multiplication

**Aim:** to make a 'Mythical Creature Team' totalling 100 points.

**Gameplay:** Creature cards are won by players taking turns making up sums which total the amount shown on the creature card. E.g.  $3 \times 4 =$  Fairy (12)



## Snap It Up Multiplication

**Ages:** 8+

**Game type:** Card

**Maths skill:** Multiplication for factors 2 through 10

**Aim:** be the first player to make three correct multiplication equations.

**Gameplay:** a black card with a high number on it is placed in the centre. Each player is given three green cards which they use to make a multiplication totalling the number on the black card. Players can discard and pick up green cards to change their hand.



**HARD**

## Numero

**Ages:** 10+

**Game type:** Cards

**Maths skill:** Mental arithmetic- addition

**Aim:** To be the player to collect the most cards or score the most points

**Gameplay:** Each player starts with five cards and two cards are placed up in the centre. Players take turns to either take, build, or discard. Players take cards from the centre when they have a card in their hand which matches a centre one or two cards that equal a centre card. Players build by adding a card to the centre. Players discard if they can neither take nor build. Any cards collected from the centre are held separately, and each player must always pick up cards to keep their hand at 5 cards.



## Rat-A-Tat Cat

**Ages:** 6+

**Game type:** Cards

**Maths skill:** Mental arithmetic- addition

**Aim:** To be the player with the lowest score at the end of the game

**Gameplay:** Each player is dealt four cards which are placed face down in front of them. They can look at the two outermost cards. Each turn, a player draws a card which they will use to replace one of their four cards. If the player draws a power card they can perform peek, swap or draw. The peek card allows the player to look at one of their cards. The swap card allows the player to swap one of their cards for another player's. The draw card allows the player to draw 2 cards. When a player thinks they have the lowest score they knock the table and say 'rat-a-tat cat'. The player's scores are added up to find the winner.



## Zeus on the Loose

**Ages:** 8+

**Game type:** Cards

**Maths skill:** Mental arithmetic- addition, multiples of 10.

**Aim:** To be the person holding the Zeus figurine when the discard pile 'Mount Olympus' totals 100 or more (or the draw pile runs out). The first player to win four games wins.

**Gameplay:** Each player discards one card from their hand each turn. This card is either a number card which is added to the discard pile running total, or a character card which is actioned. The Zeus figurine is won by using a character card, or causing the discard pile to equal a multiple of 10.

