Horse Racing.

Choose a horse

•Roll two dice

•If the total is the same as your horse move 1 space.

Can be played by up to 11 players.

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20	1	10	9	8	7	ත	5	4	ယ	2

Car Racing.

Choose a car

Roll two dice

If the total is the same as your car move 1 space.



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Dice Game

A game for 2 or more.

1. Use 2 dice, different coloured counters and the chart below.





2. Throw the dice and total the numbers.

3. Use a counter to cover that number on the chart. The player with the most counters when all the numbers are covered is the winner.

6	2	7	10	4	9
9	11	4	8	3	12
7	5	12	6	10	5
3	8	4	2	7	
10	9	7	5	11	3
2	12	5	8	6	2

Dice Game

A game for 2 or more.

1. Use 1 die, different coloured counters and the chart below.



2. Throw the die.

3. Use a counter to cover that number on the chart. The player with the most counters when all the numbers are covered is the winner.

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

Make the Highest Number.

Materials.

Game board
Pack of cards remove 10 cards from pack - ace to 9 and a queen card to equal 0

Method.

Select which game board.

- A. Game board 3 columns and 4 rows
- B. 4 by 4
- c. Steps

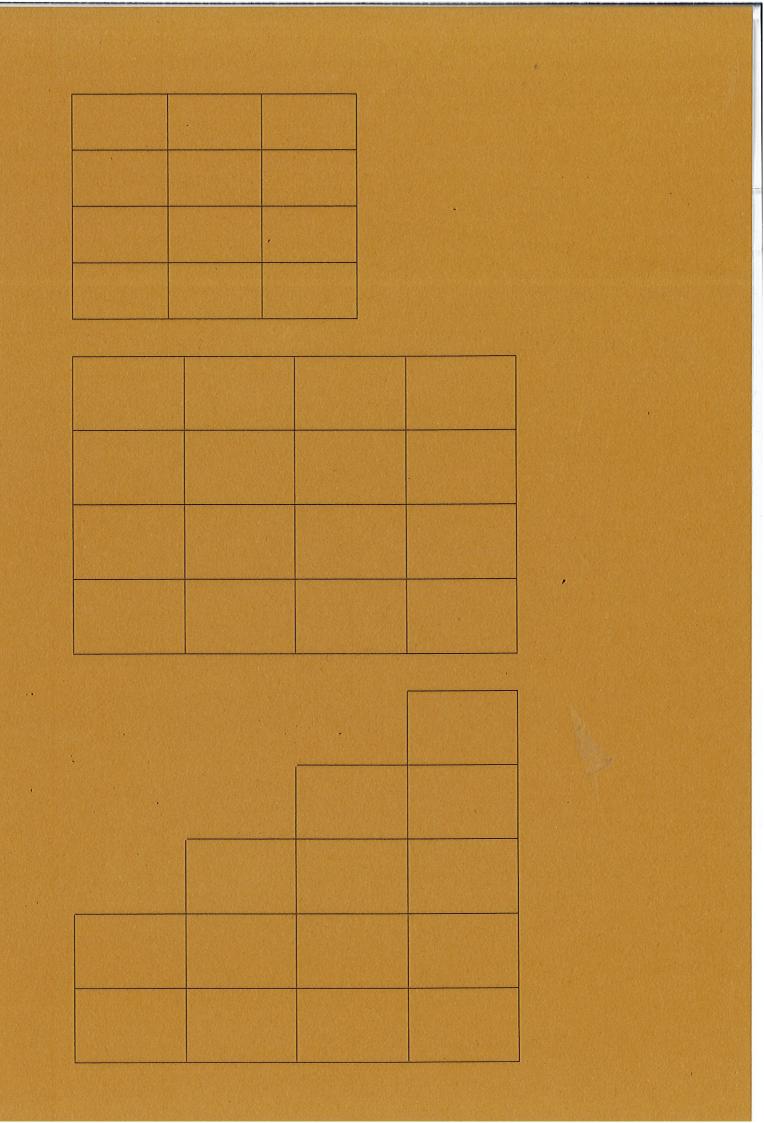
The dealer shuffles the 10 cards and turns cards face down turning one over and shows this to everyone.

Players select the place on their game board where they are going to write the number each line is one game. When everyone has written their number matching the dealers number down the next card is drawn until a line is complete.

The winner is the person with the highest number.

Variations.

- 1. Play the game with the aim of making the lowest possible number game.
- 2. Add up the lines and see who has the highest number when they are added together.
- 3. Play with dice. You can buy 10 sided dice with the number 0 to 9 on it.



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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
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How to play the Product Game

A Game for 2

Equipment

30 – 40 counters in 2 colours (one colour for each player) 2 counters different to those above (to be use on the Factor List) Game board

Object of the Game: To get four squares in a row—vertically, horizontally, or diagonally. It allows you to practice times tables knowledge and to use strategic thinking.

Instructions:

- 1. To begin the game, Player 1 moves a marker to a number in'the factor list of numbers 1-9 along the bottom of the game board.
- Player 2 then moves the other marker to any number on the factor list (including the number marked by Player 1). The product of the two marked numbers is determined, and that product is covered with one of Player 2's counters.
- 3. Player 1 moves either marker to another number (only one counter can be moved during each turn), and the new product is coloured with on of Player 1's counters.
- 4. Players take turns moving a marker, and each product is marked with the respective players counter, depending on which player made the product. However, if a product is already coloured, the player does not get a square for that turn.
- 5. Play continues until one player wins, or until all squares have been coloured.

Reference: http://illuminations.nctm.org/

the Product Game!

54	36	25	15	7	7
56	40	27	16	8	2
63	42	28	18	9	ယ
64	45	30	20	10	4
72	48	32	21	12	5
82	49	35	24	14	6

Factor List

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Equipment:

6 Counters (use one to flick)

1 Board

2 or more players.

1 piece of scrap paper.

1 pen or pencil

How to play:

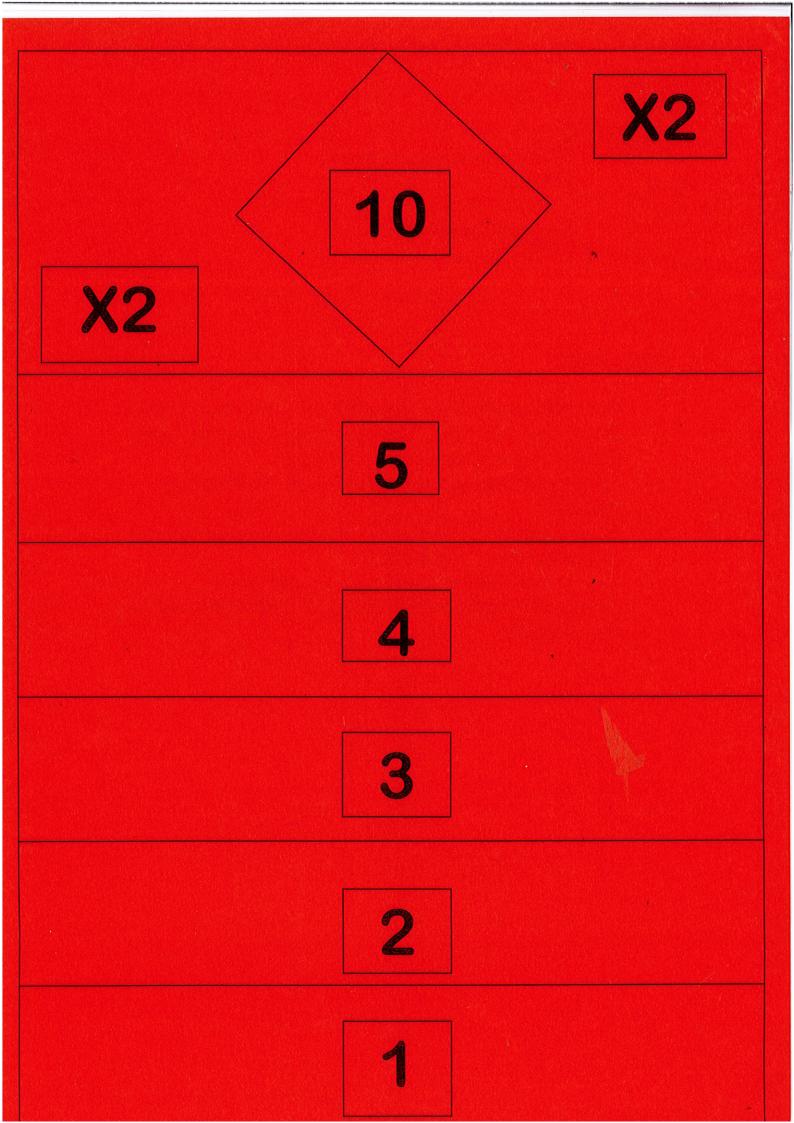
Get 5 counters lined up on the bottom of board under the 1 line. Using your flicker (counter), flick 5 counters down board, trying to keep them on the board.

Player tries to achieve the highest score. No throwing counters.

Adding score (1,2,3,4,5 & 10) need to be added together. (X2) double your added score.

Play 5 rounds adding scores together each time.

At the end of round 5 see who has the most points and they are the winner.



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Eighties

Nineties

Hundred & ones

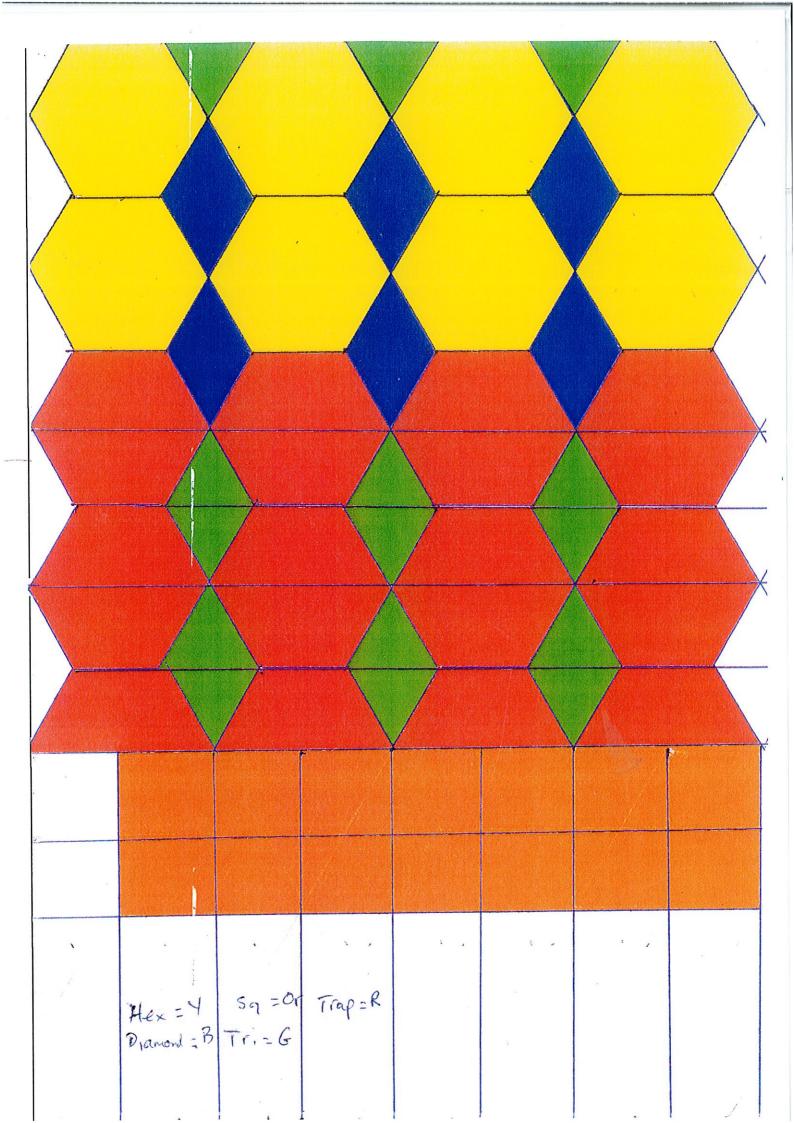
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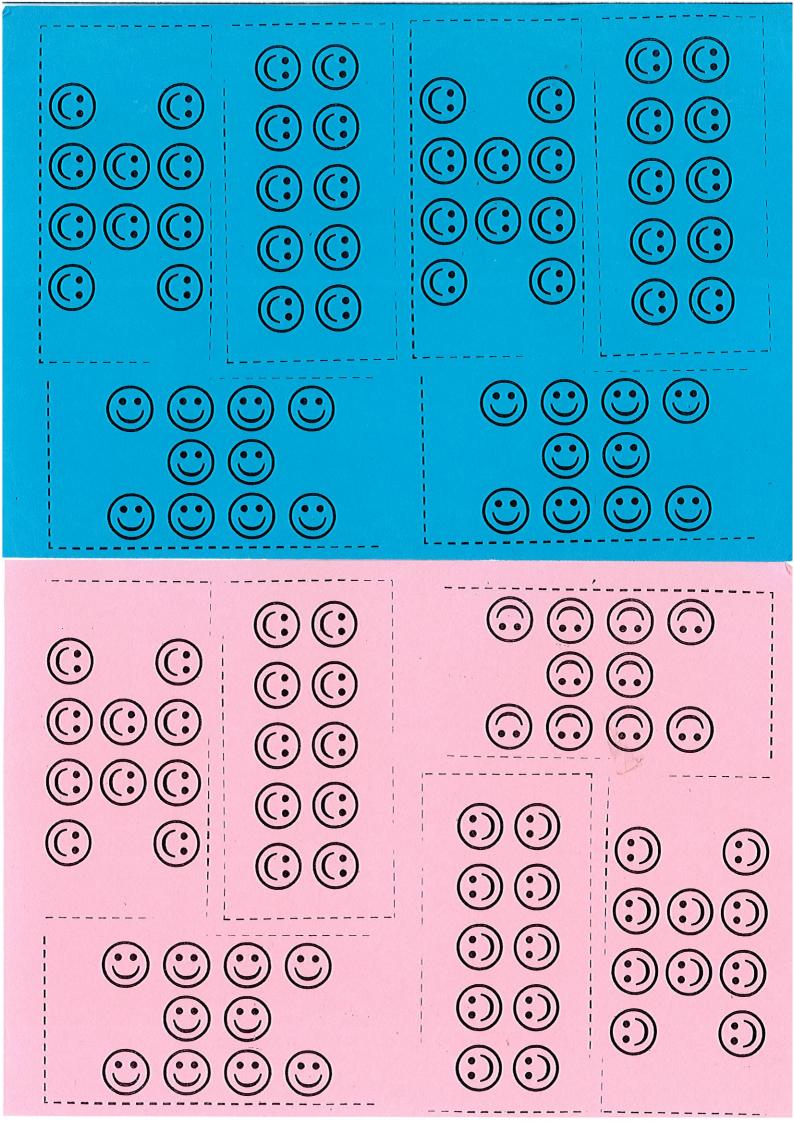
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Ninety two	Eighty two	Seventy two	Sixty two	Fifty two	Forty two	Thirty two	Twenty two	Twelve	Two
Ninety three	Eighty three	Seventy three	Sixty three	Fifty three	Forty three	Thirty three	Twenty three	Thirteen	Three
Ninety four	Eighty four	Seventy four	Sixty four	Fifty four	Forty four	Thirty four	Twenty four	Fourteen	Four
Ninety five	Eighty five	Seventy five	Sixty five	Fifty five	Forty five	Thirty five	Twenty five	Fifteen	Five
Ninety six	Eighty six	Seventy six	Sixty six	Fifty six	Forty six	Thirty six	Twenty six	Sixteen	Six
Ninety seven	Eighty seven	Seventy seven	Sixty seven	Fifty seven	Forty Seven	Thirty seven	Twenty seven	Seventeen	Seven
Ninety eight	Eighty eight	Seventy eight	Sixty eight	Fifty eight	Forty eight	Thirty eight	Twenty eight	Eighteen	Eight
Ninety nine	Eighty nine	Seventy nine	Sixty nine	Fifty nine	Forty nine	Thirty nine	Twenty nine	Nineteen	Nine
One hundred	Ninety	Eighty	Seventy	Sixty	Fifty	Forty	Thirty	Twenty	Ten

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3	3	6	9	12	15	18	21	24	27	30
4	4	8	12	16	20	24	28	32	36	40
5	5	10	15	20	25	30	35	40	45	50
6	6	12	18	24	30	36	42	48	54	60
7	7	14	21	28	35	42	49	56	63	70
8	8	16	24	32	40	48	56	64	72	80
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Speedy Addition

Remove the 10's and picture cards from a pack of cards. Divide the cards evenly between you and your partner and place them in a pile face down in front. Each player turns over two cards and reads it aloud as a two-digit number. (4 and 7 makes 47) Then turn over a third card and add this to your number. (47 + 9 = 56) You can use the 100 chart to count on to find your answer. The player with the highest answer wins all the cards and places them in a separate pile. Keep playing until all the cards are used. The winner is the player with the most cards at the end of the game.

Speedy Subtraction

This is played in the same way but instead of adding the third card it is taken away. The player with the lowest answer is the winner this time.