# Games Pack

Games are a really powerful tool for learning mathematics.

By playing games with your child, you can help support their development of key mathematical skills.

While repeating other activities can become a little stale, repeating games is much more normal. Children enjoy repeating familiar games. They can then develop strategic thinking and other mathematical skills through repetition.

These games can be played with the resources here. Several can also be purchased commercially.

# Autumn Games

Number Game

Incy Wincy Spider Race

Matching Game

Shape Bingo

Shape, Space or Measure Game

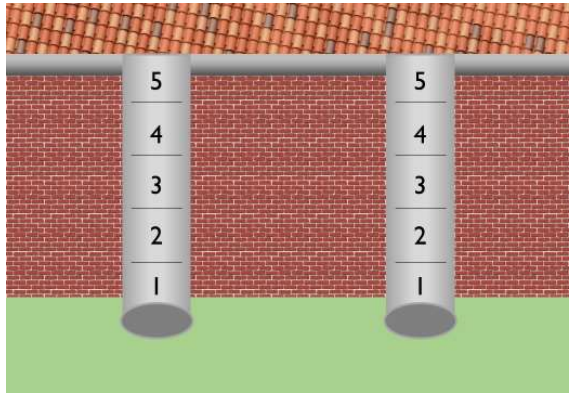
Tower Builders

Strategy Game

Noughts and Crosses

# Incy Wincy Spider Race

Skills
Counting on
Subitising
Number recognition




A game for two players.

The aim of the game:

To get from the floor to the roof

Instructions:

Each player takes turns spinning the spinner. If they land on a number, they move up by that many.

They should say the numbers as they move up. (e.g. If they are on 2 and they roll 2, they say "3, 4" as they move up.)

If they land on the rain cloud, both spiders are washed back out the spout and down to the bottom.

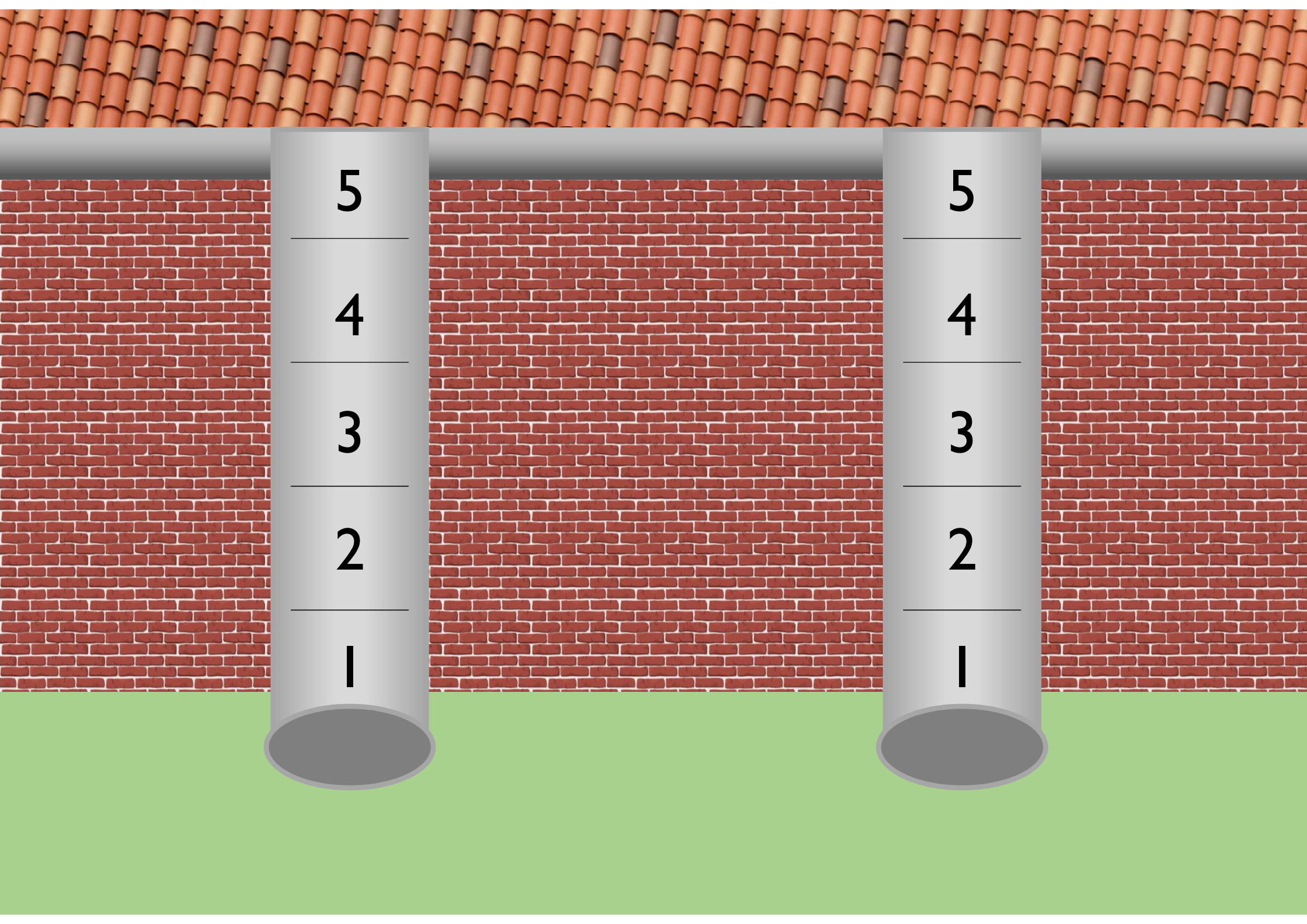
The first spider to reach the rooftop is the winner.

# Teacher Notes

There are two options, 1-5 and 1-10.

There are two different spinners, one to help build subitising (through recognition of the dots) and one with written numbers.

You might choose to have the rain only knock down one player.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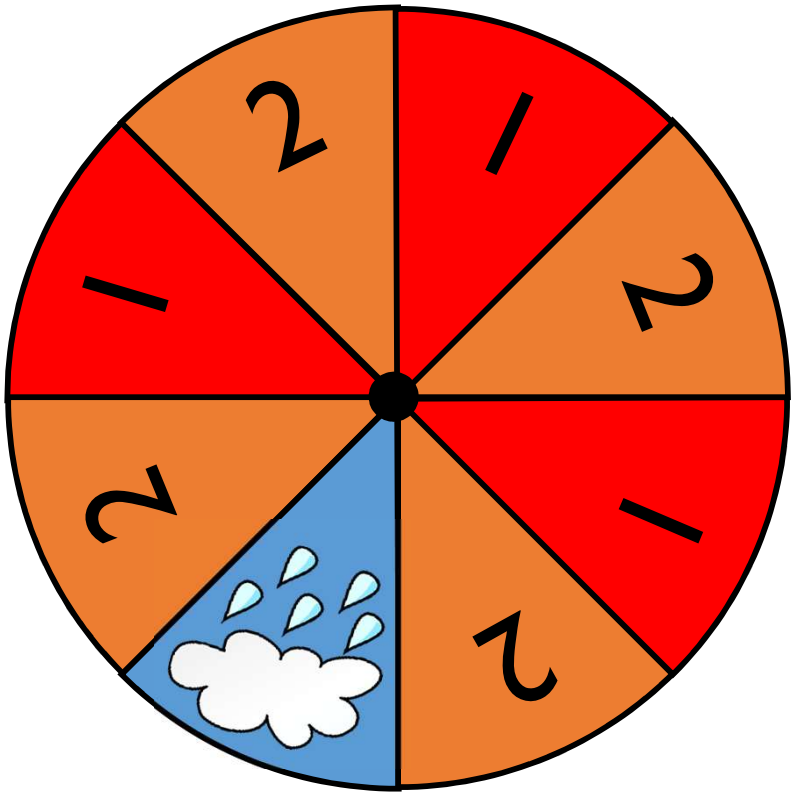
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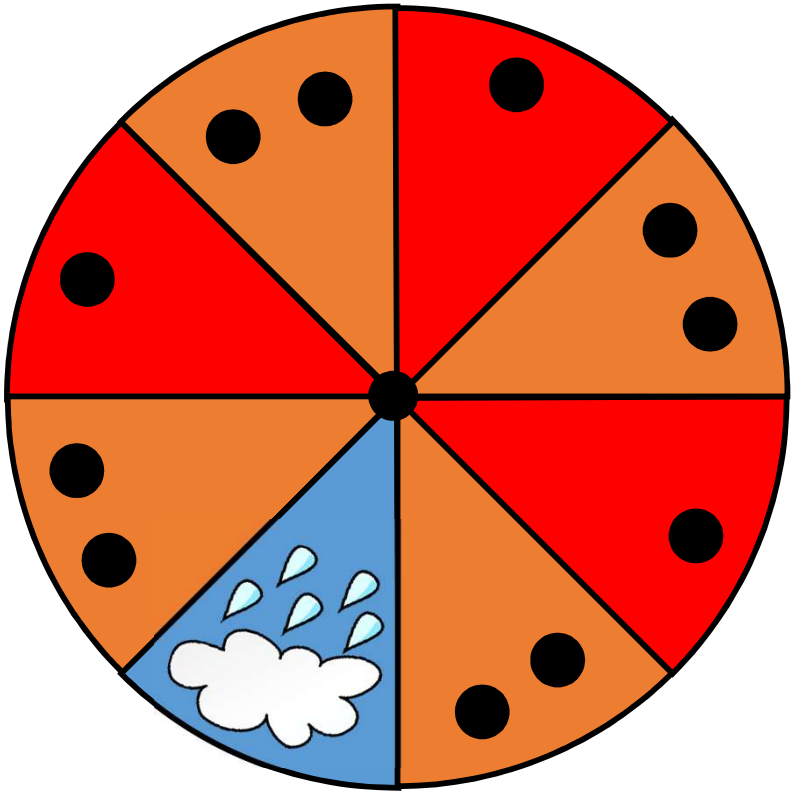

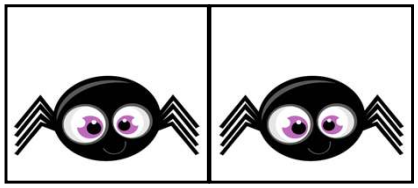

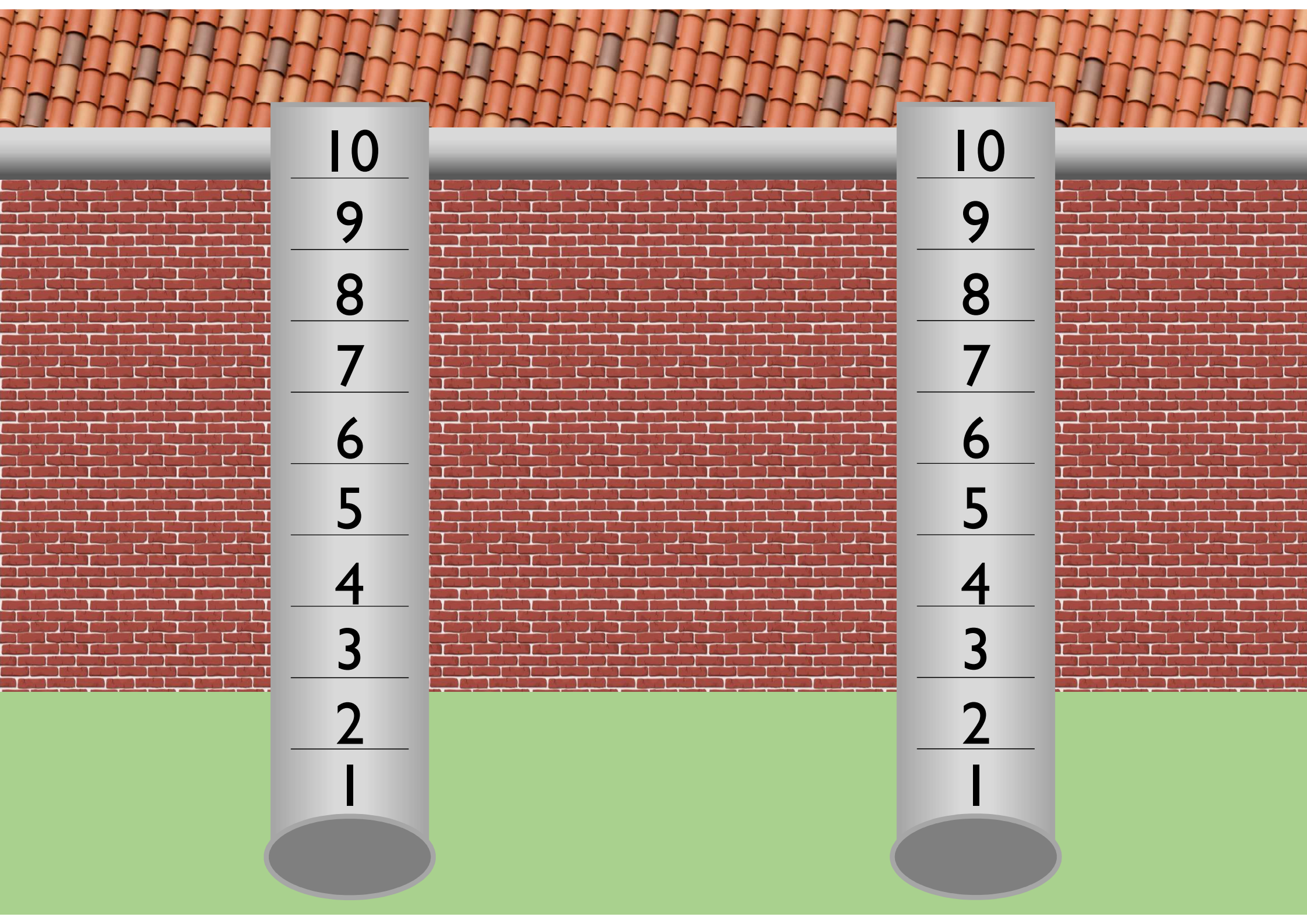
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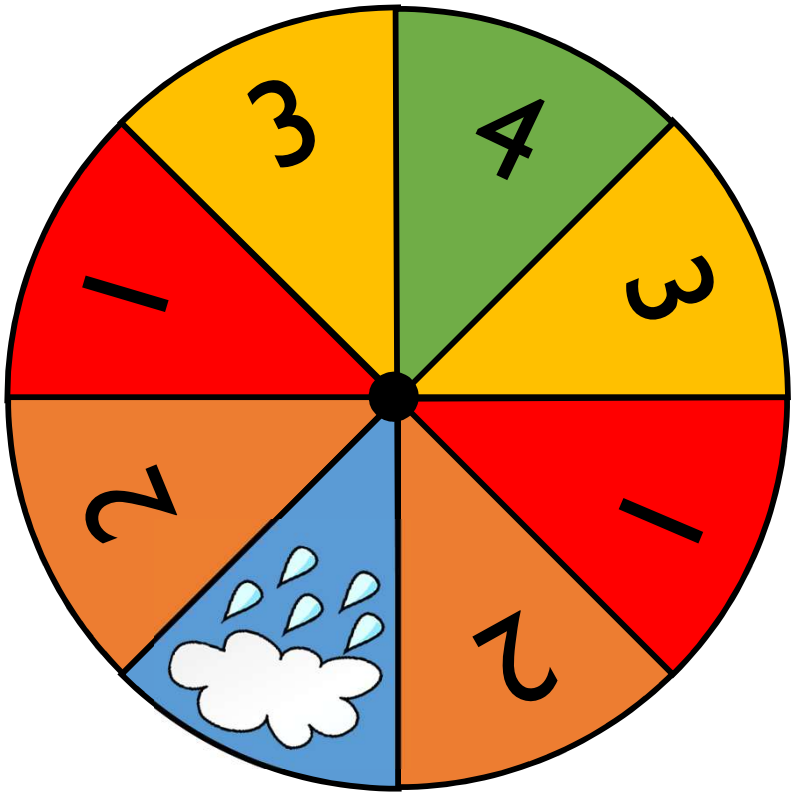
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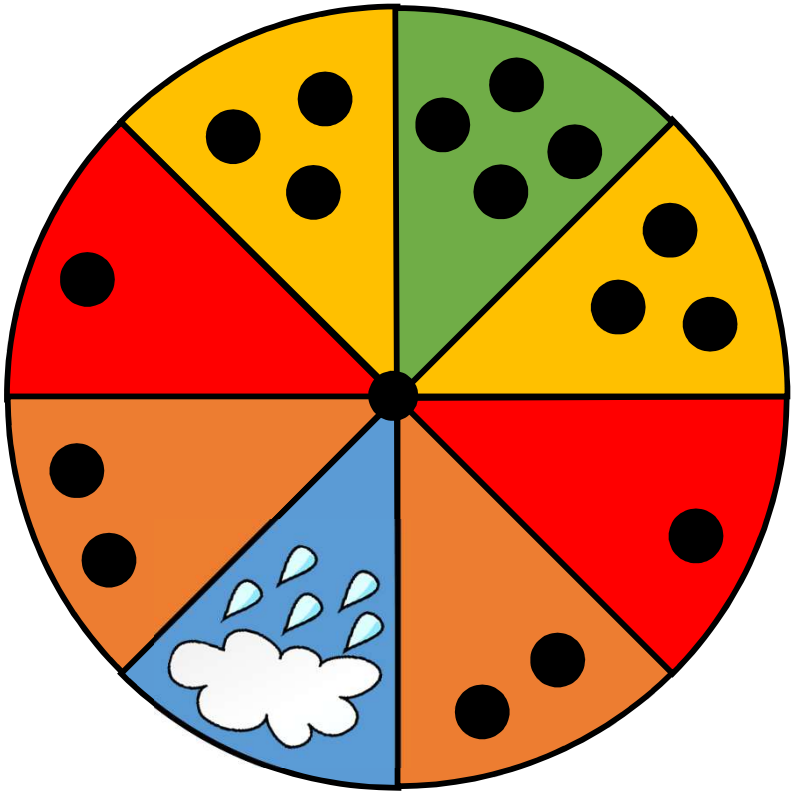
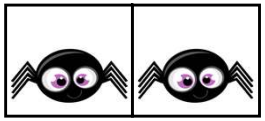




# Shape Bingo

Skills
Matching
Shape recognition

A game for 2-6 players

The aim of the game:
To get cover all the shapes on your board

Instructions
Cut up the shape tokens and put them in a bag or box.
Each player takes turns drawing a shape from the bag. If they have the same shape on their bingo card, they put that shape on top.
The first player to cover all 6 shapes wins.

# Teacher Notes

Bingo Caller Variant:

One person acts as the bingo caller and says one of the following:

Square

Circle

Triangle

Heart

Star

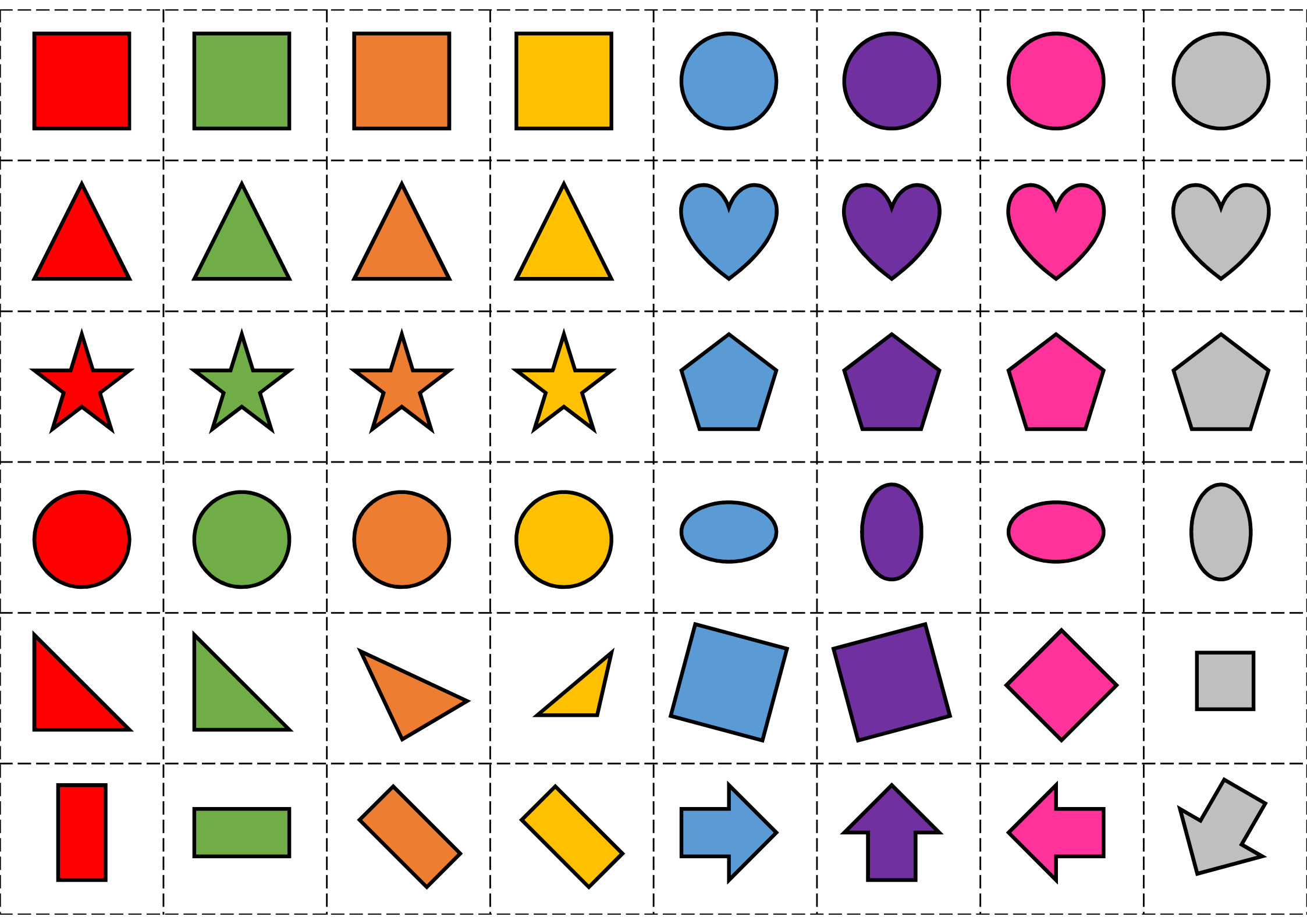
Pentagon

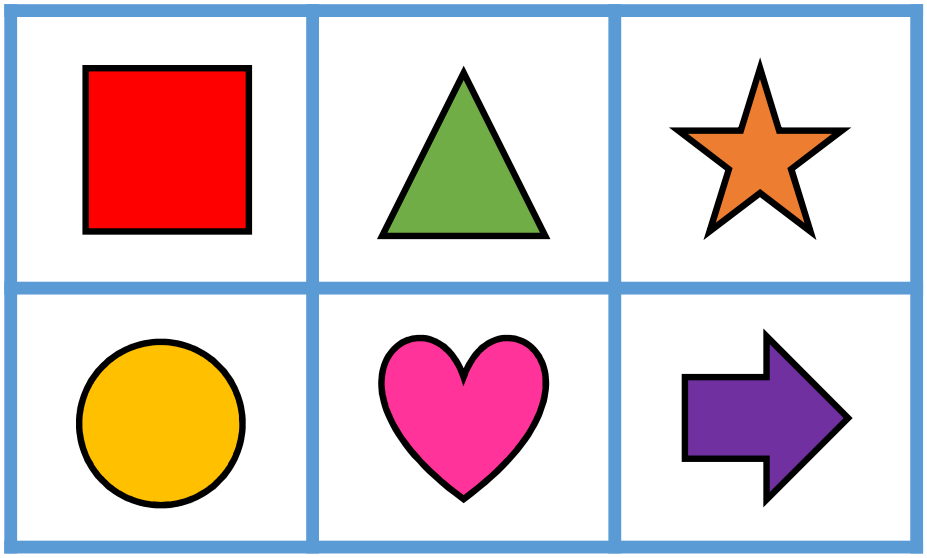
Oval

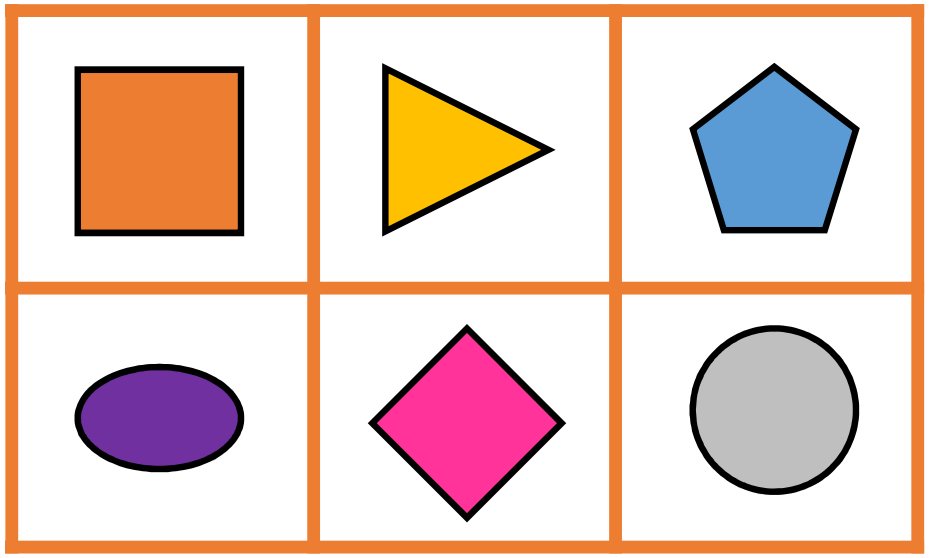
Rectangle

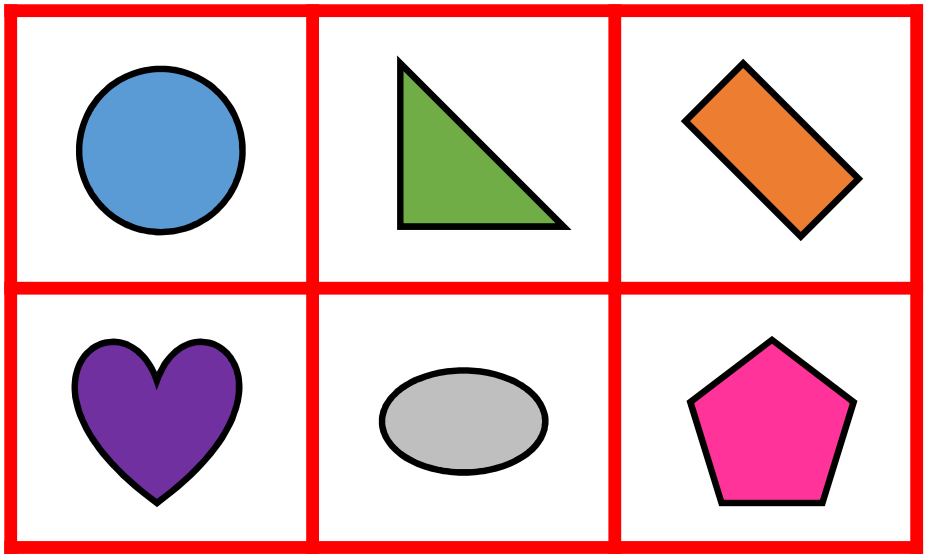
Arrow

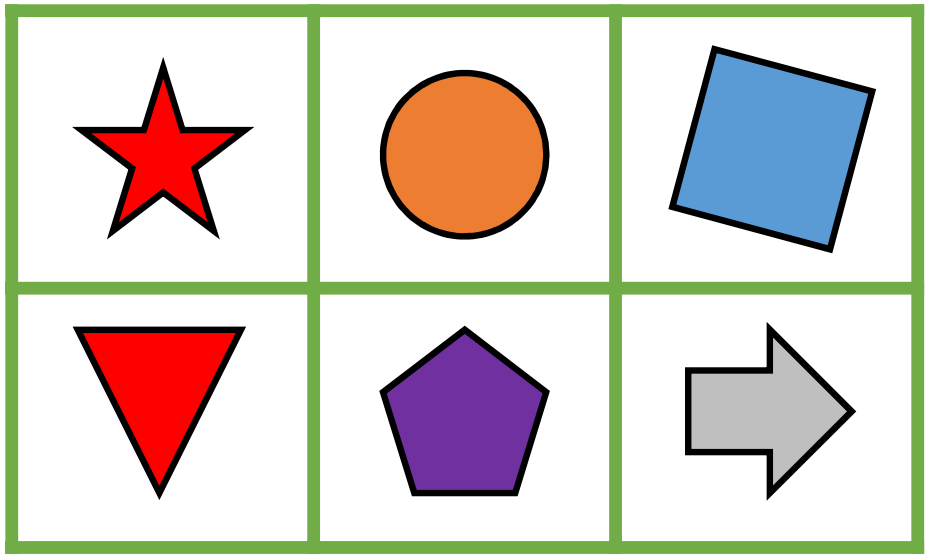
Children will need to recognise some squares that have been rotated and some irregular triangles.

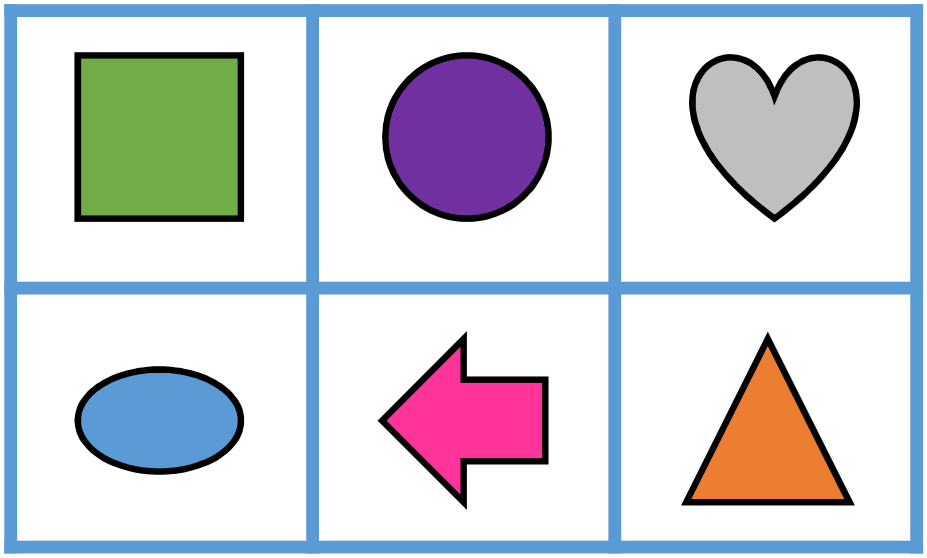


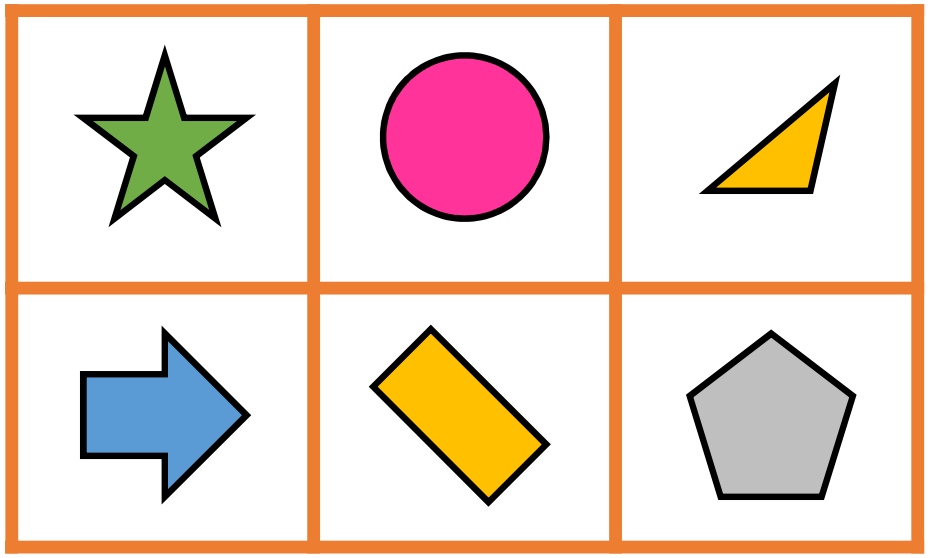


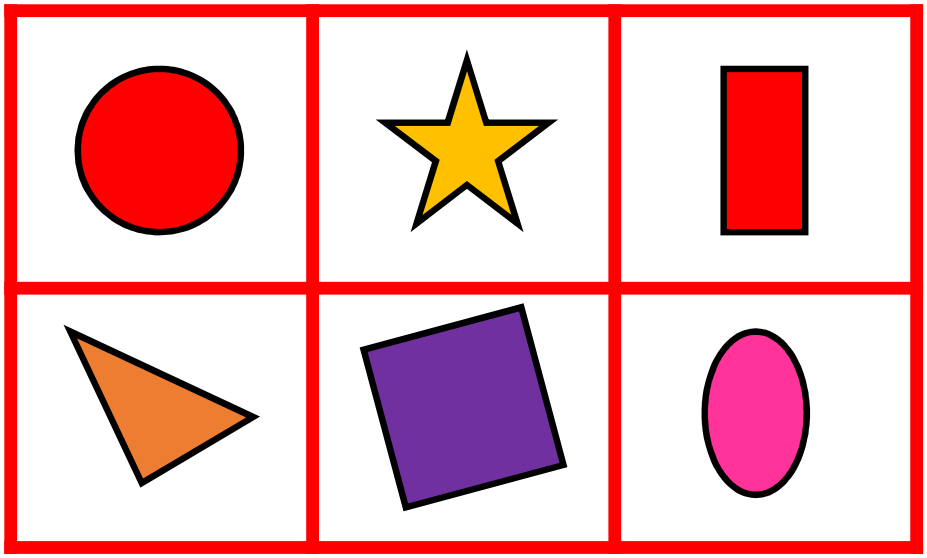


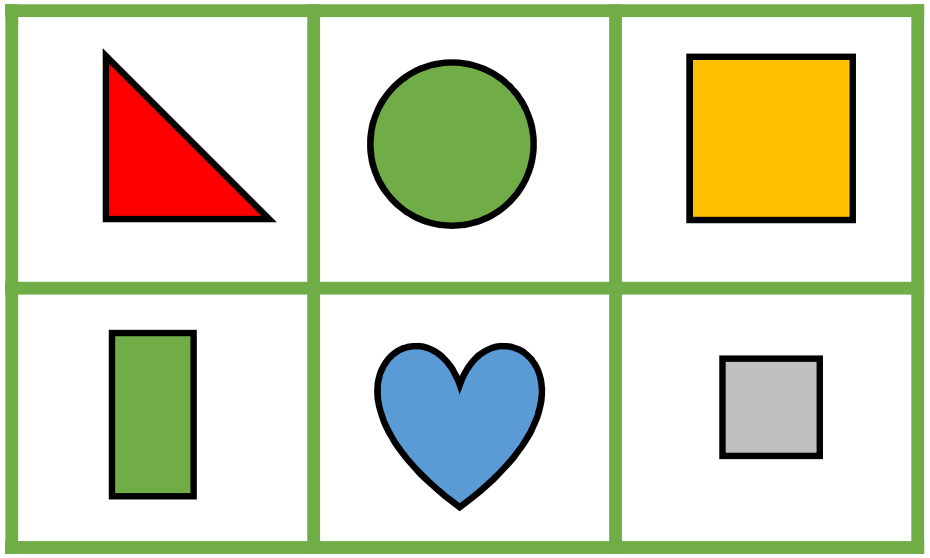








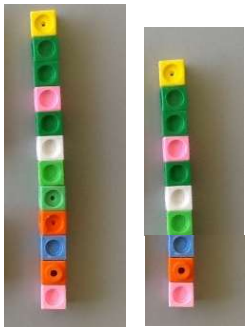




# Tower Builders

Skills
Counting
Comparison
Subitising
Measure (height)

A game for 2-4 players



The aim of the game:
To build the tallest tower

Instructions

Each player takes turns spinning the spinner.

Add the number of blocks indicated on the spinner to your tower.

When everyone has spun 3 times, compare your towers.

The tallest tower wins!

# Teacher notes

After somebody wins, there is lots of room for discussion.

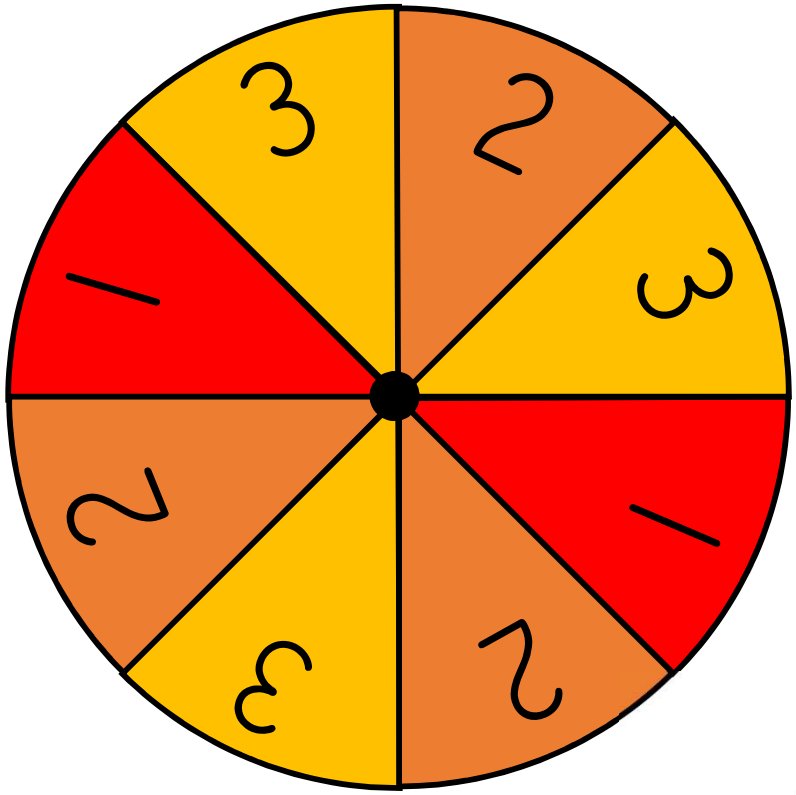
Whose tower is shortest?

What is the difference between the towers? (How much taller is one tower than another one)

What is similar between the towers?

What is the composition of the towers? (e.g. This tower is 8 blocks tall. It is made of 3 and 3 and 2.)

The second set of spinners offer a strategic variation. Make the aim of the game be to have the second tallest tower. Have players choose which spinner they want to use.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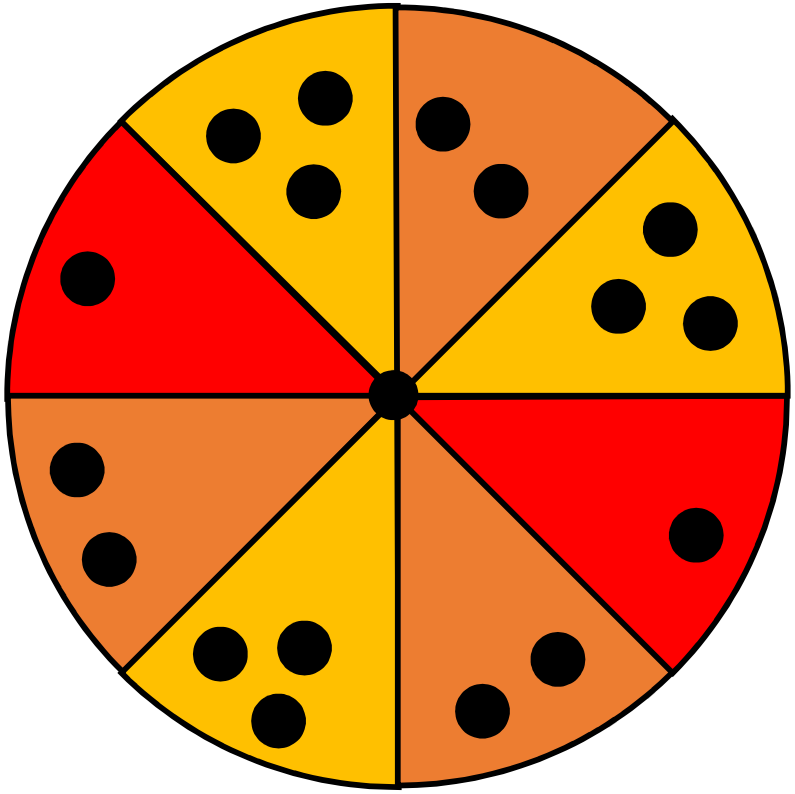

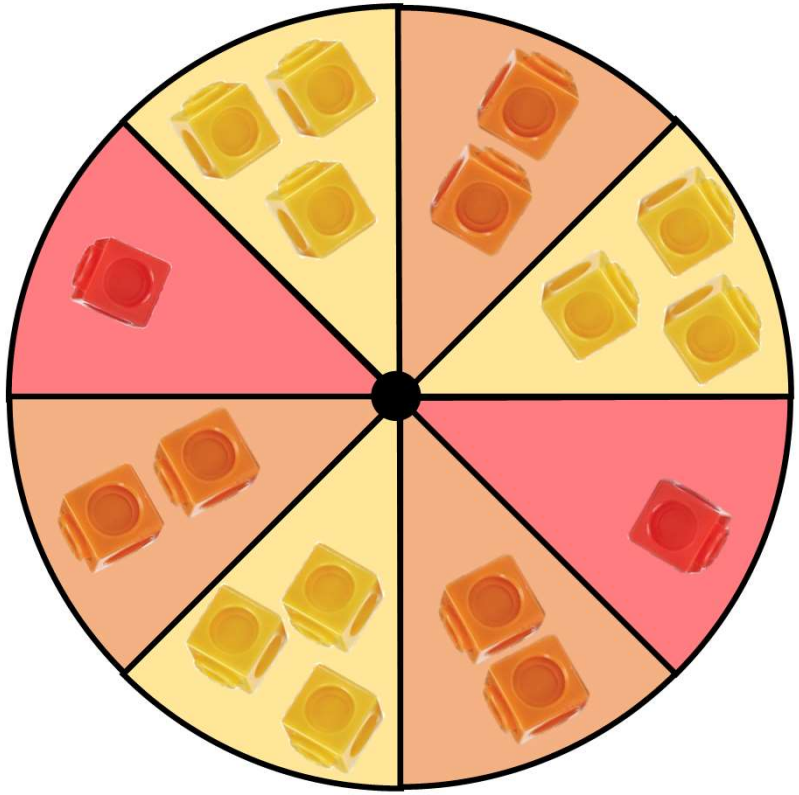

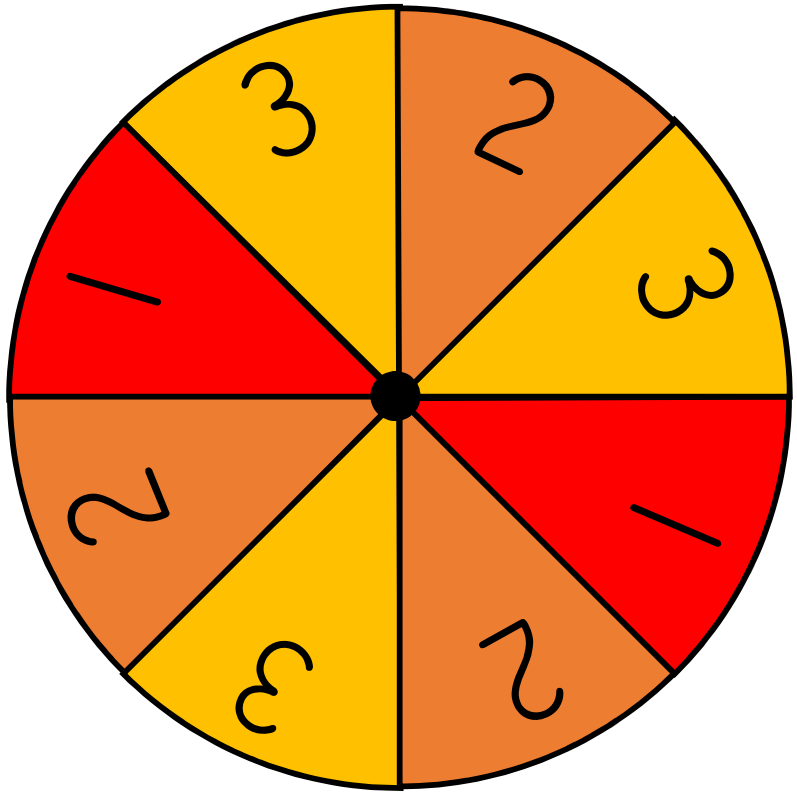
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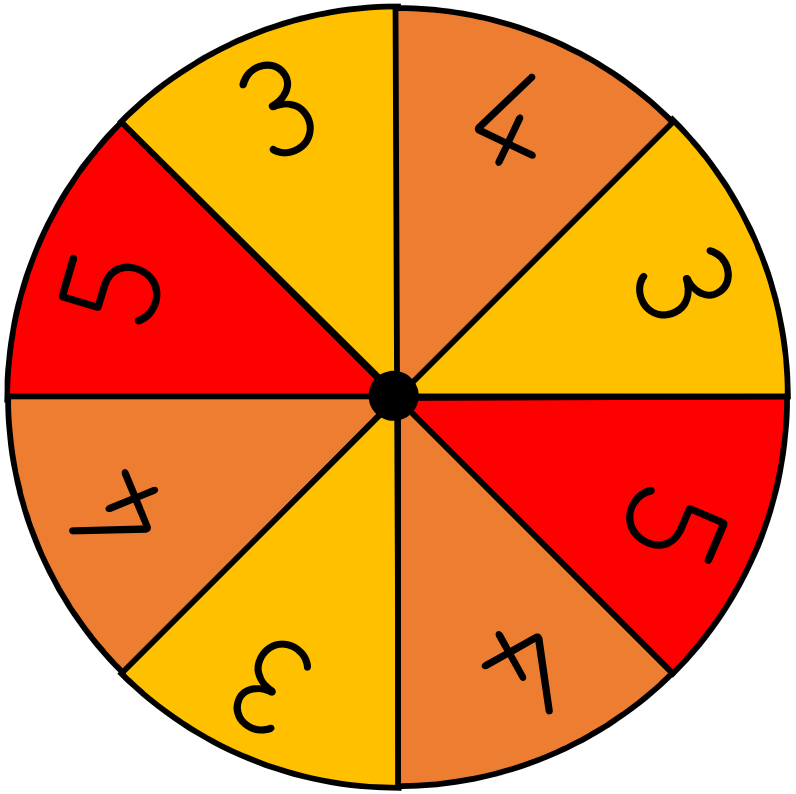
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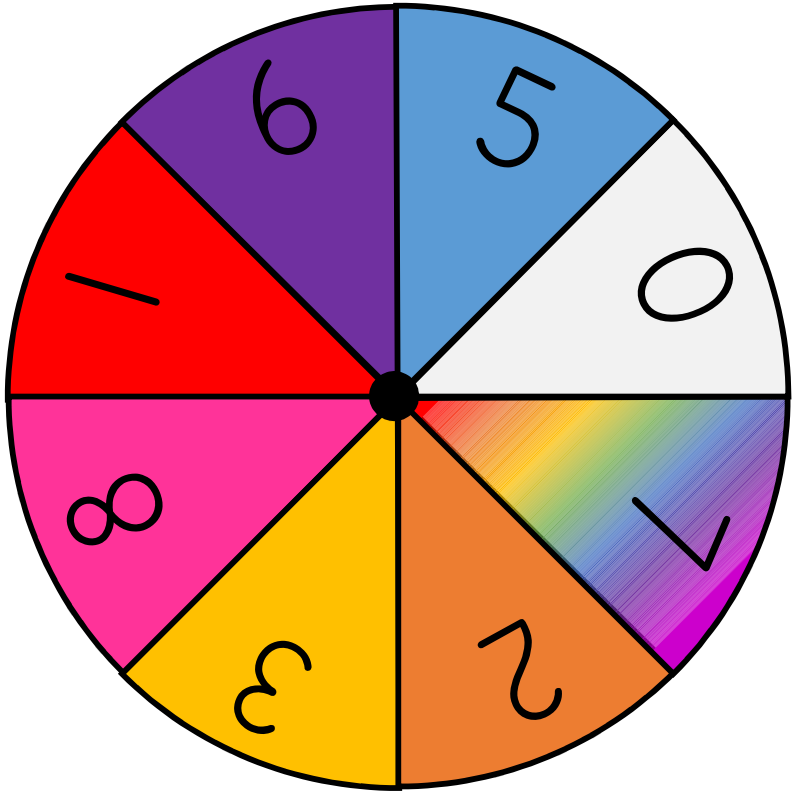
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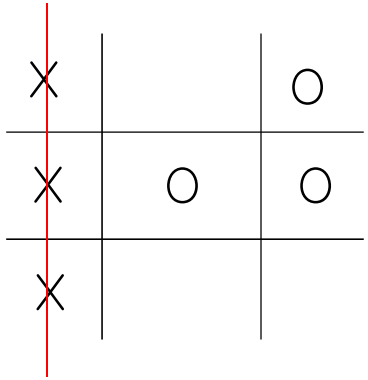
# Noughts and Crosses

Skills
Prediction
Strategy

A game for 2 players




Instructions

Draw a 3 by 3 grid.

Choose one player to be O and one to be X.

Players take turns placing their symbol in a box in the grid.

The winner is the first to get three in a row.

# Teacher Notes

This is a simple game which, when solved, always results in a draw.

If your games always end in a draw, try changing the game up a little.

You could make the aim of the game to avoid getting 3 in a row (i.e. you win if you lose).

You could make the board bigger.

You could limit how many Os or Xs each player gets before moving them (i.e. 3 Os, then instead of placing a new one you move an old one)

You could make it so players can either play O *or* X and win if they get 3 in a row of either.