

Hello Year 1,

15.06.20

I hope you enjoyed doubling last week. What was your highest score on Hit the Button? We managed 15 in class on Tuesday.

This week there are some board games for you to play with a sibling or grown up. Some can be played on your own too. <https://www.online-stopwatch.com/chance-games/roll-a-dice/> is an online dice roller if you haven't got one at home or there is template below to make your own. The games help with recognising numbers up to 100, using tens and ones and addition and subtraction too.

Next week our maths home learning will be to design your own board game. Have a look at math-salamanders.com for ideas.

Has anyone tried The Maths Factor? What did you think? It is great for activities at an appropriate level for your child and they can collect marbles and change their avatar which motivates them well
<https://www.themathsfactor.com/>

You can use White Rose and BBC Bitesize too. Just let me know if you would like the worksheets to print off
cal27@catshillfirst.worcs.sch.uk

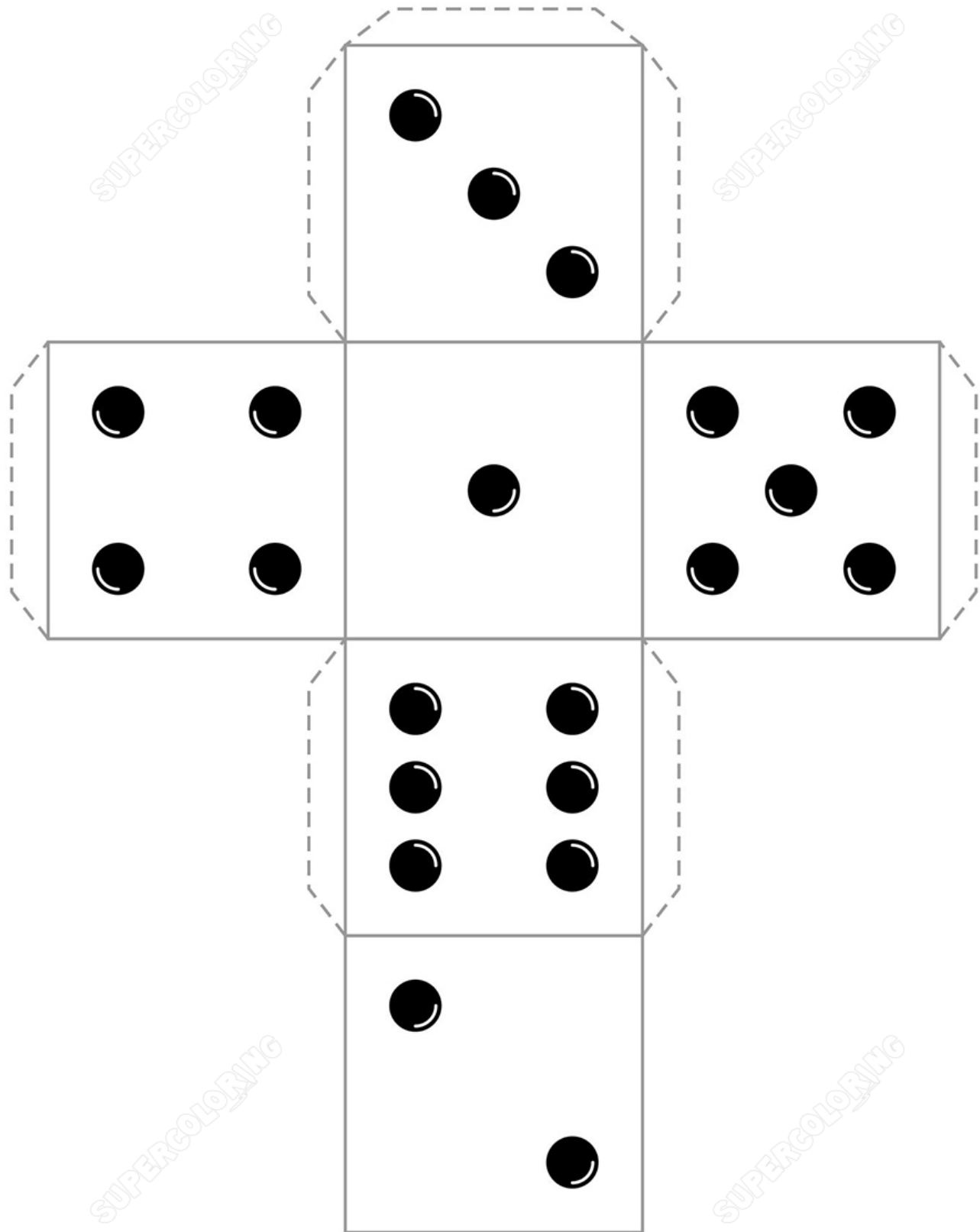


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BLAST OFF!

Blast Off is a simple addition and subtraction game where the aim is to be the first person to complete your spaceship. You have to use your add and subtract skills with the numbers on the dice to find a number to cover up.

Age Range: 1st Grade +

Number of players: 1 or 2

Learning: add and subtract (also multiply and divide) with numbers up to 6

You will need:

- 2 Dice
- 9 counters per player

Instructions:

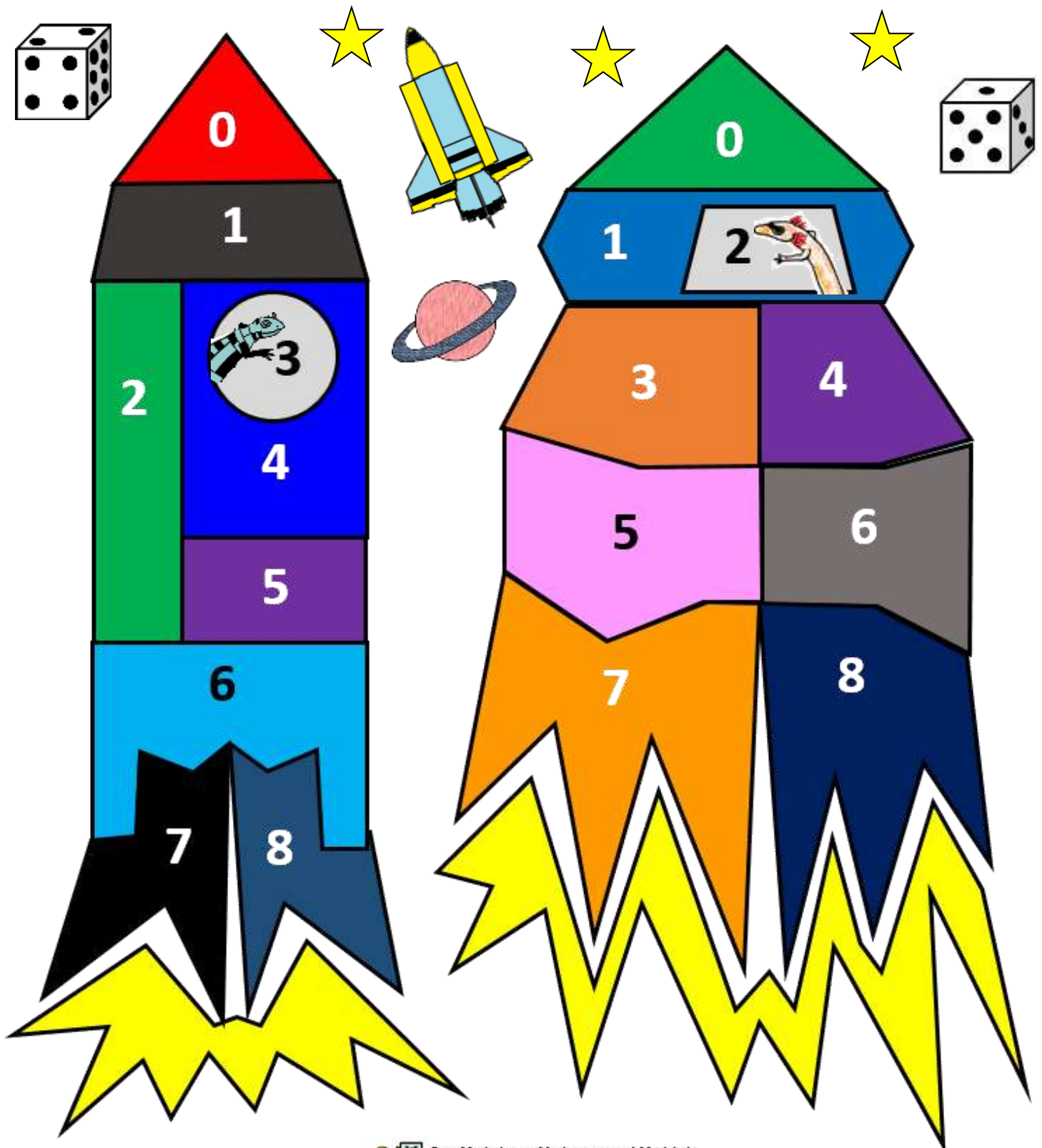
- Each player has their own space craft to fill up with a counter in each part.
- Take turns to throw the dice.
- Use the numbers on the dice and your + and - skills to make the numbers on one of the uncovered part of the space craft. For older children, multiplication and division can also be used.
- Example: if you roll a 1 and a 4, you could make 5 ($4+1$), a 3 ($4-1$), or a 4 (4×1).
- Cover the space craft part with one of your counters.
- If you can't make a number on one of the uncovered space craft parts, you give the dice to the next player.
- The game finished when one player finishes covering up their space craft, and it is ready to blast off!

Variations:

- Play the game with more players by printing off more game sheets.
- Each player can complete **any** part of **any** space craft which is unfilled. The winner is the first player to use up all their counters.

BLAST OFF!

-- Which space craft will be first to lift off? --



SUBTRACTION COVER-UP

UP TO 12

Subtraction Cover Up is a subtraction game with numbers up to 12. As well as subtraction, this game also involves strategy - trying to make a line of 4 counters before your partner can.

Age range: 1st Grade +

Number of players: 2

Learning: Subtraction facts to 12, strategy and logical thinking

You will need

- Each player will need 10 counters of a single color. E.g. Player 1 – red, Player 2 – blue.
- 1 dice (for harder game)

Instructions

- Each player chooses a subtraction fact to work out. If they get the fact correct, then they cover it up with a counter.
- If a player cannot go, or gets an answer wrong, then play passes to the next player.
- The first player to make a line of 4 counters (horizontal, vertical or diagonal) wins the game.

Variations

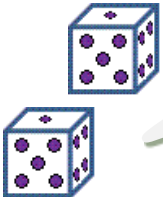
- Harder game:
 - Each player rolls a dice.
 - The player can then use a counter to cover up any subtraction fact on the board which the number on the dice answers. E.g. if the player rolled a 3, they could cover up 4-1, 9-6, 8-5, ...
 - If a player gets 3 counters in a row, they win the game.
- Each time a player makes a line of 3 horizontal counters they can remove one of their opponent's counters from the board and return it to them. The first player to place all their 10 counters wins the game.

SUBTRACTION COVER UP

UP TO 12

CHOOSE YOUR SUBTRACTION FACT TO WORK OUT.
THE FIRST PLAYER TO GET 4 IN A ROW WINS THE GAME!

5-3	9-6	11-5	8-7	4-2	9-5
4-1	6-2	8-3	8-2	6-1	8-7
10-5	6-4	9-8	10-7	9-3	12-8
11-7	12-9	10-4	6-5	9-4	7-1
9-4	11-9	7-6	5-1	12-6	8-5
12-9	11-5	8-6	10-5	10-9	7-3



RACE TO THE MOON

SUBTRACTING TO 20

Race to the Moon is a fun series of games which involve trying to make a path of unbroken counters from the Earth to the Moon. As well as developing quick recall of number facts, this game also involves strategy in blocking your partner whilst making your path.

Age range: 2nd Grade +

Number of players: 2 or 3

Learning: Subtract with numbers to 20, strategy

You will need

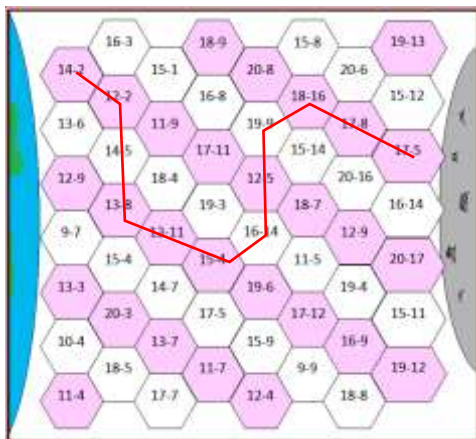
- Each player will need about 20 counters of their own color.

Instructions

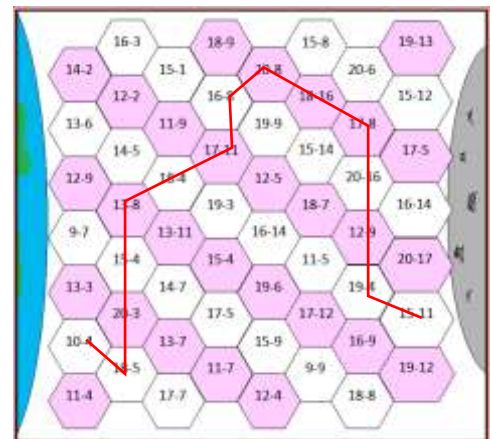
- Choose a subtraction you want to work out on one of the uncovered hexagons on the game board.
- Work out the answer in your head. You can use the number line to help you.
- Say the calculation and the answer.
- Your partner will check in their head (or using the number line).
- If you are right, you place a counter on the hexagon. Then it is your partner's turn. If you are wrong, you don't get to place a counter.
- The winner is the first person to complete an unbroken path of counters from the Earth to the Moon (path can go across, down, diagonally). See below.

Variations

- If you get an answer wrong, your partner can remove one of your counters from the board.



Examples of
winning paths.

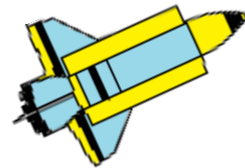


Free Math Sheets, Math Games and Math Help

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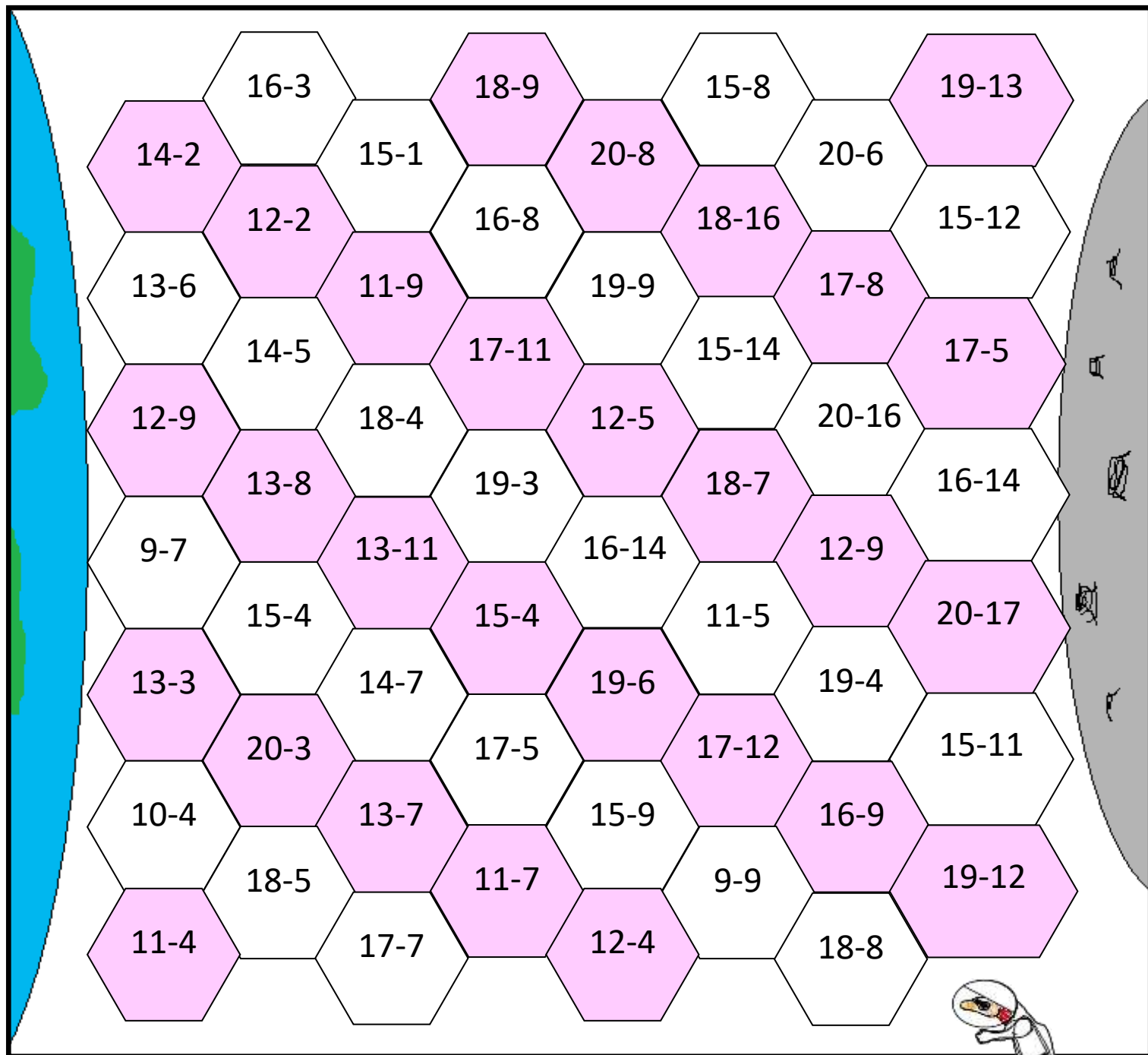
RACE TO THE MOON

SUBTRACTING TO 20



0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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Who will be first to get from Earth to the Moon?



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FIRST TO 100

First to 100 is a dice game played on the 100 square to help develop children's reading and counting skills with numbers up to 100. The aim is to be the first player to get to number 100.

You can choose which board you wish to play the game on:

- *Version 1 where the game starts with 1 in the top left corner and the numbers 100 is in the bottom right.*
- *Version 2 where one board starts at 1 in the bottom left corner and goes up to 100 in the top right.*

Age range: 1ST Grade +

Number of players: 1-4

Learning:

- Counting numbers to 100;
- Reading numbers to 100
- Learn how to count on and back using a 100 square
- Adding two numbers up to 6+6

You will need

- 1 counter per player. Each player needs a different color.
- 2 dice

Instructions

- Each player starts at number 1.
- Player 1 rolls the dice and then adds the numbers up. Player 1 then moves forward the number of spaces on the dice.
- If Player 1 moves onto a colored square, then the instructions on the board have to be followed:
- The first player to reach 100 is the winner.

Variations

- Roll 1 dice instead of two dice will make the game slower. Rolling 3 dice will make the game quicker.
- Use 8 or 10 sided dice will bring in different numbers to add together.
- If you land on top of another player, they have to go back to the last red square they passed.
- If you roll doubles, then you can have another turn.

FIRST TO 100 v1

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
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
91	92	93	94	95	96	97	98	99	100
									WINNER



Move on to the next blue square.



Move back to the last red square.



Stuck in the mud – roll an even number to continue



You're in luck – have another turn



SALAMANDER COMBINE IT

Salamander Combine It is a fun place value game to help children learn to combine tens and ones. There is also some strategy used in the game to try to make as many lines of 3 counters as you can whilst preventing your opponent making lines of 3.

Age range: 1ST Grade +

Number of players: 2-4

Learning:

- Place value – combining tens and ones, and strategic thinking.

You will need

- Each player needs a set of counters of their own color:
 - o 2 player game – 15 counters each
 - o 3 or 4 player game – 10 counters each
- 2 coins to use as special counters
- A piece of paper to record scores

Instructions

- Take the 2 coins and put them in the middle of each of the smaller squares (on the number 50 and the number 5).
- Player 1 moves each of the coins one square either up, down, left or right. Player 1 then combines the tens and ones of the numbers under the coins to make a 2 digit number. Player 1 then places a counter on the number on the 100 square (unless it is already covered).
- Player 2 then moves each of the coins one square (up, down, left or right) and combines the number under the coins to make a new 2 digit number.
- If you can't make any number on one of the uncovered squares, it is the next player's turn.
- The game finishes when any player places their last counter. Scores are then added up.
- Score 10 points for each line of 3 counters (horizontally or vertically only) completed. The winner is the player with the highest score.

Example:

- Player 1 moves the tens coin to 20 and the ones coin to 4. Player 1 places a counter on number 24. Player 2 moves the tens coin to 30 and the ones coin to 7. Player 2 places a counter on 37.

Variations

- Allow diagonal moves of the coins to make the game quicker.
- Alternative winning strategy: the winner is the first player to get 4 counters in a row.

SALAMANDER COMBINE IT



10	20	30
40	50	60
70	80	90

1	2	3
4	5	6
7	8	9



91	92	93	94	95	96	97	98	99	100
81	82	83	84	85	86	87	88	89	90
71	72	73	74	75	76	77	78	79	80
61	62	63	64	65	66	67	68	69	70
51	52	53	54	55	56	57	58	59	60
41	42	43	44	45	46	47	48	49	50
31	32	33	34	35	36	37	38	39	40
21	22	23	24	25	26	27	28	29	30
11	12	13	14	15	16	17	18	19	20