

Target

I can find 1, 10 or 100 more or less than a 3-digit number

Activity Card 1: Speed

Australasia

You will need

- A partner
- A whiteboard and pen or paper and pencil each

What to Do

- Copy the table below onto your whiteboard or paper.

100 less	10 less	1 less	Number	1 more	10 more	100 more
			236			
			850			
			477			
			606			
			121			
			965			
			302			
			794			
			506			
			999			

- When each player has copied the table, they race to fill in the empty boxes. The numbers they write in are 1 more, 10 more, 100 more, 1 less, 10 less or 100 less **than the number in the middle column**. For example:

100 less	10 less	1 less	Number	1 more	10 more	100 more
646	736	745	746	747	756	846

- The first player to complete the grid gets 10 points.
- When both players have finished, they compare their grids. Players gets one point for each correct box.
- If an answer in a box is incorrect, the player loses one point.
- If players cannot decide which answer is correct, they should use a place value grid to prove their answer.
- The winner is the player who scores the most points.



Target

I can find 1, 10 or 100 more or less than a 3-digit number

Activity Card 2: Make 1000

Australasia

You will need

- A partner
- A whiteboard and pen or paper and pencil
- HTO place value dice (or just create your own 3-digit number if you do not have these)

What to Do

- The aim of the game is to be the person to say 1000.
- Roll the dice to create a 3-digit number (e.g. 657).
- Write this number on the whiteboard or paper.
- The youngest player chooses whether to add 1, 10 or 100 to the number.
- Write this new number on the whiteboard or paper.
- The oldest player uses the new number and chooses whether to add 1, 10 or 100.
- Write the new number down again.
- Players keep taking turns to add 1, 10 or 100 to each new number.
- The number will get closer and closer to 1000.
- A player may not create a new number which is more than 1000. For example, if the number is 909, a player cannot add 100 to it. Similarly, if the number is 991, a player cannot add 10 to it.
- The player who makes 1000 is the winner.

Example

The number rolled is 657.

Player 1 Add 100 to make 757

Player 2 Add 100 to make 857

Player 1 Add 10 to make 867

Player 2 Add 10 to make 877

Player 1 Add 100 to make 977

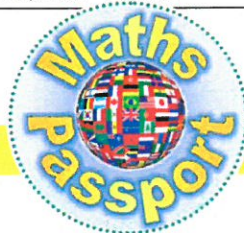
Player 2 Add 1 to make 978

Player 1 Add 10 to make 988

Player 2 Add 10 to make 998

Player 1 Add 1 to make 999

Player 2 Add 1 to make 1000



Target

I can count forwards and backwards in multiples of 100

Activity Card 1: Count Up

Australasia

You will need:

- A partner

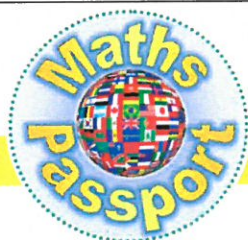
What to do

- The aim of the game is to be the player to say 1000.
- The youngest player starts and is Player 1.
- Player 1 chooses to say the first multiple of 100 (zero) or the first and second multiples of 100 (zero, one hundred).
- Player 2 starts from Player 1's last number and also chooses to say the next multiple of 100 or the next two multiples of 100. For example, if Player 1 said, "Zero, one hundred," Player 2 could say, "200," or, "200, 300."
- Player 1 now chooses to say the next multiple of 100 or the next two multiples of 100.
- Play continues in this way, with each player starting from the number their partner said and choosing to say either the next multiple of 100 or the next two multiples of 100.
- The player who says, "1000," is the winner.
- When you have played one game, start again. This time the oldest player starts.
- Play the game several times. Try to think of some tactics – there is a trick which means that the player who starts can always win!

Example of how a game might look:

Player 1	0, 100
Player 2	200
Player 1	300, 400
Player 2	500
Player 1	600
Player 2	700, 800
Player 1	900
Player 2	1000

Player 2 is the winner!



Target

I can count forwards and backwards in multiples of 100

Activity Card 2: Count Down

Australasia

You will need:

- A partner

What to do

- The aim of the game is to be the player to say 0.
- The oldest player starts and is Player 1.
- Player 1 chooses to say the tenth multiple of 100 (1000) or the tenth and ninth multiples of 100 (1000, 900).
- Player 2 starts from Player 1's last number and also chooses to count back to the next multiple of one hundred or the next two multiples of 100. For example, if Player 1 said, "1000, 900," Player 2 could say, "800," or, "800, 700."
- Player 1 now chooses to count back to the next multiple of 100 or the next two multiples of 100.
- Play continues in this way, with each player starting from the number their partner said and choosing to count back to either the next multiple of 100 or the next two multiples of 100.
- The player who says, "0," is the winner.
- When you have played one game, start again. This time the youngest player starts.
- Play the game several times. Try to think of some tactics – there is a trick which means that the player who starts can always win!

Example of how a game might look:

Player 1	1000
Player 2	900
Player 1	800
Player 2	700
Player 1	600, 500
Player 2	400, 300
Player 1	200
Player 2	100, 0

Player 2 is the winner!



Target

I can count forwards and backwards in multiples of 50

Activity Card 1: Count Up

Australasia

You will need:

- A partner

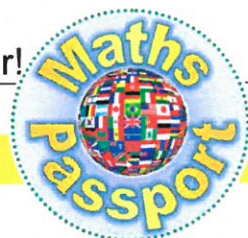
What to do

- The aim of the game is to be the player to say 1000.
- The youngest player starts and is Player 1.
- Player 1 chooses to say the first multiple of 50 (zero) or the first and second multiples of 50 (zero, fifty).
- Player 2 starts from Player 1's last number and also chooses to say the next multiple of 50 or the next two multiples of 50. For example, if Player 1 said, "Zero, fifty," Player 2 could say, "100," or, "100, 150."
- Player 1 now chooses to say the next multiple of 50 or the next two multiples of 50.
- Play continues in this way, with each player starting from the number their partner said and choosing to say either the next multiple of 50 or the next two multiples of 50.
- The player who says, "1000," is the winner.
- When you have played one game, start again. This time the oldest player starts.
- Play the game several times. Try to think of some tactics – there is a trick which means that the player who starts can always win!

Example of how a game might look:

Player 1	0, 50
Player 2	100, 150
Player 1	200, 250
Player 2	300, 350
Player 1	400
Player 2	450, 500
Player 1	550, 600
Player 2	650, 700
Player 1	750, 800
Player 2	850, 900
Player 1	950, 1000

Player 1 is the winner!



Target

I can count forwards and backwards in multiples of 50

Activity Card 2: Count Down

Australasia

You will need:

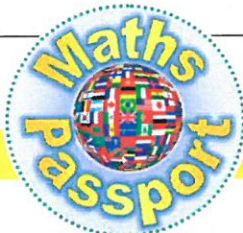
- A partner

What to do

- The aim of the game is to be the player to say 0.
- The oldest player starts and is Player 1.
- Player 1 chooses to say the twentieth multiple of 50 (1000) or the twentieth and nineteenth multiples of 50 (1000, 950).
- Player 2 starts from Player 1's last number and also chooses to count back to the next multiple of fifty or the next two multiples of 50. For example, if Player 1 said, "1000, 950," Player 2 could say, "900," or, "900, 850."
- Player 1 now chooses to count back to the next multiple of 50 or the next two multiples of 50.
- Play continues in this way, with each player starting from the number their partner said and choosing to count back to either the next multiple of 50 or the next two multiples of 50.
- The player who says, "0," is the winner.
- When you have played one game, start again. This time the youngest player starts.
- Play the game several times. Try to think of some tactics – there is a trick which means that the player who starts can always win!

Example of how a game might look:

Player 1	1000, 950
Player 2	900, 850
Player 1	800, 750
Player 2	700
Player 1	650
Player 2	600, 550
Player 1	500, 450
Player 2	400, 350
Player 1	300
Player 2	250, 200
Player 1	150, 100
Player 2	50, 0



Target

I know by heart all division facts for 3 to 36

Activity Card 1: Three in a Row

Australasia

You will need

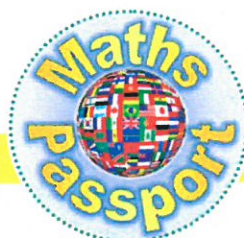
- Cards with multiples of 3 from 3 to 36 written on one side
- A whiteboard and pen or paper and pencil
- A partner

What to do

- The aim of the game is to get three in a row, either in a straight line vertically or horizontally, or in a diagonal line.
- Copy the grid below on to the whiteboard/paper.

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

- Shuffle the cards well and put them in a pile face down.
- The oldest player starts by taking the top card off the pile. They then divide the number on the card by 3.
- If their answer is correct, the player puts their initials next to the number on the grid (if using a whiteboard, you can rub the number out and write your initials in. If using paper and pencil, you can use a coloured pencil to shade in the square).
- If the player is incorrect, the card is placed face down at the bottom of the pile.
- Now it is the youngest player's turn. They turn over the top card in the pile and divide the number by 3. Again, if the answer is correct the player 'wins' the square on the grid, whilst if the player is incorrect, the card is placed face down at the bottom of the pile.
- Players carry on taking it in turns to turn over a card and divide the number by 3.
- The first player to get three numbers in a row on the grid is the winner.



Target

I know by heart all division facts for 3 up to 36

Activity Card 2: Memory Game

Australasia

You will need

- A partner
- Cards with $0 \div 3$ to $36 \div 3$ written on one side.
- Cards with numbers 0 to 12 written on one side.

What to Do

1. The aim of the game is to be the player with the most pairs.
2. Put all the cards together and shuffle them well.
3. Place the cards face down in front of you.
4. The oldest player starts.
5. Turn over one card so your partner can see it.
6. Turn over another card.
7. You are trying to find two cards which match. For example, if you turn over $30 \div 3$, you need to find the card with 10 written on it. If you turn over 5, you are trying to find the card with $15 \div 3$ written on it.
8. If the cards match, you win the pair and have another go.
9. If the cards do not match, turn the cards back over. It is now your partner's turn.
10. When two cards do not match, try to remember what each card was and where it was. This will help you to get more pairs.

The player who wins the most pairs when all the cards are gone is the winner.



Target

I can count forwards and backwards in multiples of 3

Activity Card 1: Count Up

Australasia

You will need:

- A partner

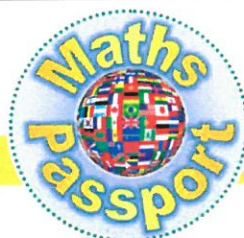
What to do

- The aim of the game is to be the player to say 36.
- The youngest player starts and is Player 1.
- Player 1 choose to say the first multiple of 3 (zero) or the first and second multiples of 3 (zero, three).
- Player 2 starts from Player 1's last number and also chooses to say the next multiple of 3 or the next two multiples of 3. For example, if Player 1 said, "Zero, three," Player 2 could say, "6," or, "6, 9."
- Player 1 now chooses to say the next multiple of 3 or the next two multiples of 3.
- Play continues in this way, with each player starting from the number their partner said and choosing to say either the next multiple of 3 or the next two multiples of 3.
- The player who says, "36," is the winner.
- When you have played one game, start again. This time the oldest player starts.
- Play the game several times. Try to think of some tactics – there is a trick which means that the player who starts can always win!

Example of how a game might look:

Player 1 0, 3
Player 2 6, 9
Player 1 12, 15
Player 2 18
Player 1 21, 24
Player 2 27
Player 1 30
Player 2 33, 36

Player 2 is the winner!



Target

I can count forwards and backwards in multiples of 3

Activity Card 2: Count Down

Australasia

You will need:

- A partner

What to do

- The aim of the game is to be the player to say 0.
- The oldest player starts and is Player 1.
- Player 1 chooses to say the twelfth multiple of 3 (36) or the twelfth and eleventh multiples of 3 (36, 33).
- Player 2 starts from Player 1's last number and also chooses to count back to the next multiple of three or the next two multiples of 3. For example, if Player 1 said, "36, 33," Player 2 could say, "30," or, "30, 27."
- Player 1 now chooses to count back to the next multiple of 3 or the next two multiples of 3.
- Play continues in this way, with each player starting from the number their partner said and choosing to count back to either the next multiple of 3 or the next two multiples of 3.
- The player who says, "0," is the winner.
- When you have played one game, start again. This time the youngest player starts.
- Play the game several times. Try to think of some tactics – there is a trick which means that the player who starts can always win!

Example of how a game might look:

Player 1	36, 33
Player 2	30
Player 1	27, 24
Player 2	21, 18
Player 1	15
Player 2	12
Player 1	9, 6
Player 2	3, 0

Player 2 is the winner!



Target

I know by heart all multiplication facts for 3 up to 3×12

Activity Card 1: Memory Game

Australasia

You Will Need

- Cards with 3×0 up to 3×12 written on one side
- Cards with multiples of 3 from 0 to 36 written on one side
- A partner

What to do

- The aim of the game is to find the most pairs.
- Put both sets of cards together and shuffle them well.
- Place them face down in front of you.
- The oldest player starts.
- Turn over one card and place it face up so your partner can see it.
- Turn over another card and place it face up so your partner can see it.
- If you find a multiplication question and the matching answer, you win the pair and have another go. For example, if you turn over 3×6 and 18, you have found a match (it does not matter if you turn over the answer first).
- If you do not find a matching pair, turn the cards over and replace them in the same spaces. It is now the other player's turn.
- The second player turns over any two cards, placing them down face up so their partner can see. If they match, they win the pair and have another go. If they do not match, put them back face down in the same place.
- The player with the most pairs at the end of the game is the winner!



Target

I know by heart all multiplication facts for 3 up to 3×12

Activity Card 2: Testing Times

Australasia

You will need

- A partner
- A whiteboard and pen or paper and pencil

What to Do

1. The youngest person holds the card so their partner cannot see it.
2. The youngest person then reads out the first number sentence written below, **but not the number in red.**
3. The oldest person writes down the answer.
4. When the oldest person has written their answer down, the youngest person reads out the next number sentence, **but not the number in red.**
5. The oldest person then writes down the answer to this number fact.
6. Continue like this until all thirteen number facts have been read out and written down.
7. Now share the card and use the numbers in red to help mark each answer.
8. When all thirteen answers have been marked, swap over so the oldest person reads the questions and the youngest person writes the answer.

1. $3 \times 5 = 15$
2. $3 \times 9 = 27$
3. $3 \times 7 = 21$
4. $3 \times 3 = 9$
5. $3 \times 0 = 0$
6. $3 \times 12 = 36$
7. $3 \times 8 = 24$
8. $3 \times 2 = 6$
9. $3 \times 11 = 33$
10. $3 \times 4 = 12$
11. $3 \times 1 = 3$
12. $3 \times 10 = 30$
13. $3 \times 6 = 18$

