

Target

I can count forwards and backwards in multiples of 25

Activity Card 1: Count Up

North America

You will need:

- A partner

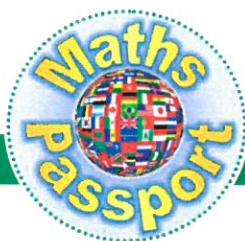
What to do

- The aim of the game is to be the player to say three hundred.
- The youngest player starts and is Player 1.
- Player 1 chooses to say the first multiple of 25 (zero) or the first and second multiples of 25 (zero, twenty-five).
- Player 2 starts from Player 1's last number and also chooses to say the next multiple of 25 or the next two multiples of 25. For example, if Player 1 said, "Zero, 25," Player 2 could say, "50," or, "50, 75."
- Player 1 now chooses to say the next multiple of 25 or the next two multiples of 25.
- Play continues in this way, with each player starting from the number their partner said and choosing to say either the next multiple of 25 or the next two multiples of 25.
- The player who says, "300," 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
Player 2 25, 50
Player 1 75
Player 2 100, 125
Player 1 150, 175
Player 2 200
Player 1 225, 250
Player 2 275, 300

Player 2 is the winner!



Target

I can count forwards and backwards in multiples of 25

Activity Card 2: Count Down

North America

You will need:

- A partner

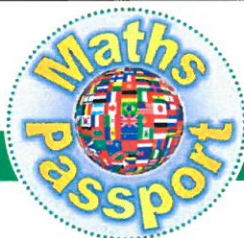
What to do

- 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 25 (three hundred) or the twelfth and eleventh multiples of 25 (300, 275).
- Player 2 starts from Player 1's last number and also chooses to count back to the next multiple of 25 or the next two multiples of 25. For example, if Player 1 said, "300, 275," Player 2 could say, "250," or, "250, 225."
- Player 1 now chooses to count back to the next multiple of 25 or the next two multiples of 25.
- 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 25 or the next two multiples of 25.
- 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	300
Player 2	275, 250
Player 1	225
Player 2	200, 175
Player 1	150
Player 2	125, 100
Player 1	75, 50
Player 2	25, 0

Player 2 is the winner!



Target

I can count forwards and backwards in multiples of 1000

Activity Card 1: Count Up

North America

You will need:

- A partner

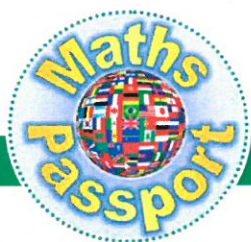
What to do

- The aim of the game is to be the player to say ten thousand.
- The youngest player starts and is Player 1.
- Player 1 chooses to say the first multiple of 1000 (zero) or the first and second multiples of 1000 (zero, one thousand).
- Player 2 starts from Player 1's last number and also chooses to say the next multiple of 1000 or the next two multiples of 1000. For example, if Player 1 said, "Zero, 1000," Player 2 could say, "2000," or, "2000, 3000."
- Player 1 now chooses to say the next multiple of 1000 or the next two multiples of 1000.
- Play continues in this way, with each player starting from the number their partner said and choosing to say either the next multiple of 1000 or the next two multiples of 1000.
- The player who says, "10 000," 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
Player 2	1000
Player 1	2000, 3000
Player 2	4000
Player 1	5000
Player 2	6000, 7000
Player 1	8000
Player 2	9000, 10 000

Player 2 is the winner!



Target

I can count forwards and backwards in multiples of 1000

Activity Card 2: Count Down

North America

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 1000 (ten thousand) or the tenth and ninth multiples of 1000 (10 000, 9000).
- Player 2 starts from Player 1's last number and also chooses to count back to the next multiple of 1000 or the next two multiples of 1000. For example, if Player 1 said, "10 000, 9000," Player 2 could say, "8000," or, "8000, 7000."
- Player 1 now chooses to count back to the next multiple of 1000 or the next two multiples of 1000.
- 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 1000 or the next two multiples of 1000.
- 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	10 000, 9000
Player 2	8000
Player 1	7000, 6000
Player 2	5000
Player 1	4000, 3000
Player 2	2000
Player 1	1000, 0

Player 1 is the winner!



Target

I know by heart all division facts for 4 to 48

Activity Card 1: Three in a Row

North America

You will need

- Cards with multiples of 4 from 4 to 48 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.

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

- 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 4.
- 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 4. 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 4.
- 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 4 up to 48

Activity Card 2: Memory Game

North America

You will need

- A partner
- Cards with $0 \div 4$ to $48 \div 4$ 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 $40 \div 4$, you need to find the card with 10 written on it. If you turn over 2, you are trying to find the card with $4 \div 2$ 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 know by heart all multiplication facts for 4 up to 4×12

Activity Card 1: Memory Game

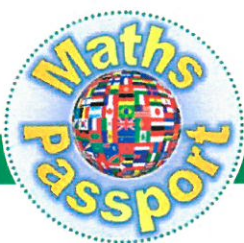
North America

You Will Need

- Cards with 4×0 up to 4×12 written on one side
- Cards with multiples of 4 from 0 to 48 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 4×3 and 12, 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 4 up to 4×12

Activity Card 2: Testing Times

North America

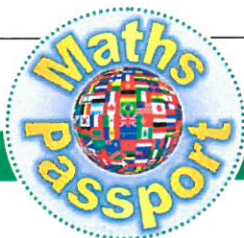
You will need

- 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. $4 \times 5 = 20$
2. $4 \times 9 = 36$
3. $4 \times 7 = 28$
4. $4 \times 3 = 12$
5. $4 \times 0 = 0$
6. $4 \times 12 = 48$
7. $4 \times 8 = 32$
8. $4 \times 2 = 8$
9. $4 \times 11 = 44$
10. $4 \times 4 = 16$
11. $4 \times 1 = 4$
12. $4 \times 10 = 40$
13. $4 \times 6 = 24$



Target

I can count forwards and backwards in multiples of 4

Activity Card 1: Count Up

North America

You will need:

- A partner

What to do

- The aim of the game is to be the player to say 48.
- The youngest player starts and is Player 1.
- Player 1 chooses to say the first multiple of 4 (zero) or the first and second multiples of 4 (zero, four).
- Player 2 starts from Player 1's last number and also chooses to say the next multiple of four or the next two multiples of 4. For example, if Player 1 said, "Zero, four," Player 2 could say, "8," or, "8, 12."
- Player 1 now chooses to say the next multiple of 4 or the next two multiples of 4.
- Play continues in this way, with each player starting from the number their partner said and choosing to say either the next multiple of 4 or the next two multiples of 4.
- The player who says, "48," 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
Player 2	4, 8
Player 1	12, 16
Player 2	20
Player 1	24, 28
Player 2	32, 36
Player 1	40, 44
Player 2	48

Player 2 is the winner!



Target

I can count forwards and backwards in multiples of 4

Activity Card 2: Count Down

North America

You will need:

- A partner

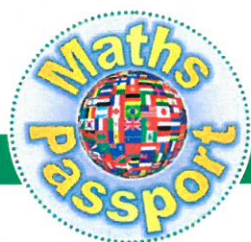
What to do

- 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 4 (48) or the twelfth and eleventh multiples of 4 (48, 44).
- Player 2 starts from Player 1's last number and also chooses to count back to the next multiple of four or the next two multiples of 4. For example, if Player 1 said, "48, 44," Player 2 could say, "40," or, "40, 36."
- Player 1 now chooses to count back to the next multiple of 4 or the next two multiples of 4.
- 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 4 or the next two multiples of 4.
- 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	48
Player 2	44, 40
Player 1	36, 32
Player 2	28, 24
Player 1	20
Player 2	16
Player 1	12, 8
Player 2	4, 0

Player 2 is the winner!



Target

I can double any number up to double 20

Activity Card 1: Passport fingers

North America

You will need

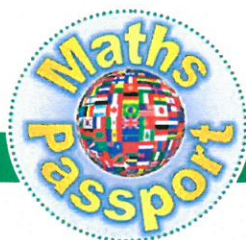
→ A partner

What to Do

1. The aim of the game is to double a number quicker than your partner.
2. Both players put their hands behind their back.
3. Each player chooses to hold up any number of fingers from 0 to 10.
4. Players chant together, "Pass-port Fingers!" and show each other how many fingers they are holding up.
5. Players quickly add up how many fingers are being held up in total (e.g. on their hands and their partner's hands) and double this number.
6. If a player says the correct answer, they score one point.
7. If a player says an incorrect answer, their opponent scores one point.
8. The winner is the first player to reach 10 points.

Example

Player 1 holds up 7 fingers. Player 2 holds up 8 fingers.
Players quickly add these two numbers together to make 15.
Players then double this number. The first player to say, "30," gets a point.



Target

I can double any number up to double 20

Activity Card 2: Memory Game

North America

You will need

- A partner
- Cards with numbers 0-20 written on one side.
- Cards with numbers 0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30, 32, 34, 36, 38 and 40 written on one side.

What to Do

- The aim of the game is to win the most matching pairs.
- Put all the 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 two numbers where one is double the other, you win the pair and have another go. For example, if you turn over 18 and 36, you have found a match.
- 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 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!
- Play the game more than once – see how many pairs you can find!

