Target	I know by heart all division facts for 8 up to 96

Activity Card 1: Three in a Row

South America

<u>You will need</u>
- ✈ Cards with multiples of 8 from 8 to 96 written on one side
- ✈ A whiteboard and pen or paper and pencil
- ✈ A partner

<u>What to do</u>
- ✈ 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 8.
- ✈ 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 8. 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 8.
- ✈ 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 8 up to 96

Activity Card 2: Memory Game

South America

<u>You will need</u>
- → A partner
- → Cards with 0 ÷ 8 to 96 ÷ 8 written on one side.
- → Cards with numbers 0 to 12 written on one side.

<u>What to Do</u>
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 80 ÷ 8, you need to find the card with 10 written on it. If you turn over 5, you are trying to find the card with 40 ÷ 8 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.

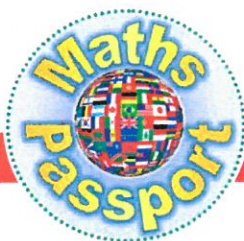| Target	I know by heart all multiplication facts for 8 up to 8 x 12

Activity Card 1: Memory Game

South America

You Will Need
- ✈ Cards with 8x0 up to 8x12 written on one side
- ✈ Cards with multiples of 8 from 0 to 96 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 8x3 and 24, 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!

Maths Passport

Target	I know by heart all multiplication facts for 8 up to 8 x 12

Activity Card 2: Testing Times

South America

<u>You will need</u>
- → A partner
- → A whiteboard and pen or paper and pencil

<u>What to Do</u>
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.   8 x 5 = 40
2.   8 x 9 = 72
3.   8 x 7 = 56
4.   8 x 3 = 24
5.   8 x 0 = 0
6.   8 x 12 = 96
7.   8 x 8 = 64
8.   8 x 2 = 16
9.   8 x 11 = 88
10.   8 x 4 = 32
11.   8 x 1 = 8
12.   8 x 10 = 80
13.   8 x 6 = 48

Target	I can count forwards and backwards in multiples of 8

Activity Card 1: Count Up

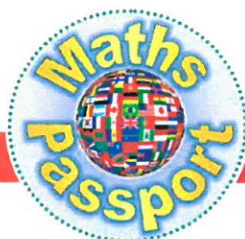**South America**

<u>You will need:</u>
→ A partner

<u>What to do</u>
→ The aim of the game is to be the player to say 96.
→ The youngest player starts and is Player 1.
→ Player 1 chooses to say the first multiple of 8 (zero) or the first and second multiples of 8 (zero, eight).
→ Player 2 starts from Player 1's last number and also chooses to say the next multiple of eight or the next two multiples of 8. For example, if Player 1 said, "Zero, eight," Player 2 could say, "16," or, "16, 24."
→ Player 1 now chooses to say the next multiple of 8 or the next two multiples of 8.
→ Play continues in this way, with each player starting from the number their partner said and choosing to say either the next multiple of 8 or the next two multiples of 8.
→ The player who says, "96," 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   8, 16
Player 1   24, 32
Player 2   40, 48
Player 1   56
Player 2   64, 72
Player 1   80
Player 2   88, 96

Player 2 is the winner!

Target	I can count forwards and backwards in multiples of 8

Activity Card 2: Count Down

South 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 8 (96) or the twelfth and eleventh multiples of 8 (96, 88).
→ Player 2 starts from Player 1's last number and also chooses to count back to the next multiple of eight or the next two multiples of 8. For example, if Player 1 said, "96, 88," Player 2 could say, "80," or, "80, 72."
→ Player 1 now chooses to count back to the next multiple of 8 or the next two multiples of 8.
→ 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 8 or the next two multiples of 8.
→ 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   96
Player 2   88
Player 1   80
Player 2   72, 64
Player 1   56
Player 2   48, 40
Player 1   32, 24
Player 2   16, 8
Player 1   0

Player 1 is the winner!

Target	I know by heart all division facts for 6 up to 72

Activity Card 1: Three in a Row

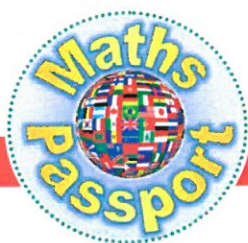**South America**

<u>You will need</u>
- ✈ Cards with multiples of 6 from 6 to 72 written on one side
- ✈ A whiteboard and pen or paper and pencil
- ✈ A partner

<u>What to do</u>
- ✈ 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.

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

- ✈ 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 6.
- ✈ 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 6. 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 6.
- ✈ 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 6 up to 72

Activity Card 2: Memory Game

South America

<u>You will need</u>
- → A partner
- → Cards with 0 ÷ 6 to 72 ÷ 6 written on one side.
- → Cards with numbers 0 to 12 written on one side.

<u>What to Do</u>
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 60 ÷ 6, you need to find the card with 10 written on it. If you turn over 5, you are trying to find the card with 30 ÷ 6 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.

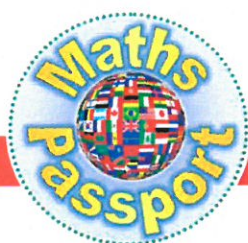| Target	I know by heart all multiplication facts for 6 up to 6 x 12

Activity Card 1: Memory Game

South America

<u>You Will Need</u>
- ✈ Cards with 6x0 up to 6x12 written on one side
- ✈ Cards with multiples of 6 from 0 to 72 written on one side
- ✈ A partner

<u>What to do</u>
- ✈ 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 6x10 and 60, 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 6 up to 6 x 12

Activity Card 2: Testing Times

South 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. 6 x 5 = 30
2. 6 x 9 = 54
3. 6 x 7 = 42
4. 6 x 3 = 18
5. 6 x 0 = 0
6. 6 x 12 = 72
7. 6 x 8 = 48
8. 6 x 2 = 12
9. 6 x 11 = 66
10. 6 x 4 = 24
11. 6 x 1 = 6
12. 6 x 10 = 60
13. 6 x 6 = 36

Target	I can count forwards and backwards in multiples of 6

Activity Card 1: Count Up

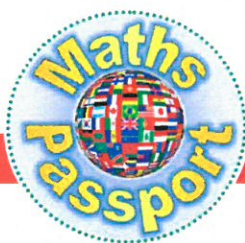**South America**

<u>You will need:</u>
- ✦ A partner

<u>What to do</u>
- ✦ The aim of the game is to be the player to say 72.
- ✦ The youngest player starts and is Player 1.
- ✦ Player 1 chooses to say the first multiple of 6 (zero) or the first and second multiples of 6 (zero, six).
- ✦ Player 2 starts from Player 1's last number and also chooses to say the next multiple of six or the next two multiples of 6. For example, if Player 1 said, "Zero, six," Player 2 could say, "12," or, "12, 18."
- ✦ Player 1 now chooses to say the next multiple of 6 or the next two multiples of 6.
- ✦ Play continues in this way, with each player starting from the number their partner said and choosing to say either the next multiple of 6 or the next two multiples of 6.
- ✦ The player who says, "72," 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	6
Player 1	12, 18
Player 2	24, 30
Player 1	36
Player 2	42, 48
Player 1	54
Player 2	60
Player 1	66, 72

Player 1 is the winner!

Target	I can count forwards and backwards in multiples of 6

Activity Card 2: Count Down

South 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 6 (72) or the twelfth and eleventh multiples of 6 (72, 66).
→ Player 2 starts from Player 1's last number and also chooses to count back to the next multiple of six or the next two multiples of 6. For example, if Player 1 said, "72, 66," Player 2 could say, "60," or, "60, 54."
→ Player 1 now chooses to count back to the next multiple of 6 or the next two multiples of 6.
→ 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 6 or the next two multiples of 6.
→ 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   72, 66
Player 2   60, 54
Player 1   48, 42
Player 2   36
Player 1   30, 24
Player 2   18, 12
Player 1   6, 0

Player 1 is the winner!