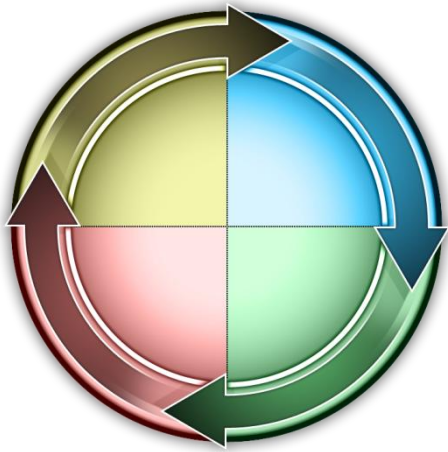


# Playing with Numbers!

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**CIRCLE  
GAMES**

## SEQUENCE CHALLENGE

Pupils sit in a circle with one person as the caller. They count in a sequence listening for the following commands:

- CHANGE – change direction and count backwards
- STICK – count for 5 terms on your own
- FACT – Say a fact about your number
- NEW – choose a different step

## GROUP PING PONG

- Pupils work in a circle with one person as the caller with one person in the middle
- They call out a number, pass the object to someone and they answer before passing back

Great for

- quick recall of number bonds and table facts
- complements to a total
- partitioning a total e.g. Call 14, they answer  $7 + 7$

## NUMBER CHAIN

- Pupils work in a circle and choose someone to start. They say a number sentence to start with e.g.  $3 + 4 = 7$
- The next person has to use their answer as the first number in their sentence

$$7 \times 2 = 14, 14 + 6 = 20, 20 \div 2 = 10, 10 \times 10 = 100$$

Extra challenge – use a hundred square and cross of the numbers which have been used and they cannot be used again

## MATHS WHISPERS

- Give them a sequence to count on or back
- Whoever starts whispers the next number to the child on their left and it continues around the circle.
- Others all count on or back in their heads to keep track of the numbers they think are being whispered as the pattern travels around the circle
- Call out, '*Stop! The number is ...*' The children all say or write the number they think has just been said
- Check to see if they were right

## TAKE MY BREATH AWAY

- Pupils stand in a circle and decide on a sequence and who will start
- They take one deep breath and then count for as long as they can in that breath. Once they stop the next person take over and continues.
- Alternatively, they do it altogether and see who lasts the longest, or have a head-to-head tournament with pairs competing against each other, and winners playing off.

## RUNNING TOTALS

- Pupils take turns to roll the dice (dice, 2 dice, multiplying 2 dice then add, more dice, different dice ...)
- They create a running total of their scores
- Land on a multiple of 5, win 5 points
- Land on a multiple of 10, win 10 points
- Land on repeated digits, win 20 points

Stop after so many rounds or after a points total.

## NO DUCKS OR GEESE!

- Maths version of duck, duck, goose
- Set a type of number to represent goose e.g. Multiple of 5
- A pupils goes round tapping the heads saying numbers which are not this type of number
- Then they say an example matching their criteria and they both run.



## NO REPEATS

- Choose a total for the group to focus on and one player sits out as the recorder
- When the object is passed to each player, they have to say a fact which has their total as the answer
- The recorder notes it down and the object is passed on

## SPOT THE FAKER

- Pupils stand in a circle and one person goes out of earshot
- They decide on a sequence with one person making a deliberate mistake when it comes to them
- The person comes back to the group and listens to them saying their sequence
- They spot the mistakes and says what numbers should have been said
- Repeat taking turns with different sequences

## PASS THE PARCEL

- This game is played as it is traditionally played with pupils passing an object till the music stops
- Instead of passing a parcel they pass a box of flashcards with calculations or questions
- Can also be played with you asking a question when the music stops so you can differentiate