**Games to support Maths skills.**

During Maths week we invited parents into school to join their children and learn how to play some games with a Mathematical focus. This proved to be a very successful and fun week of game session. In case you were unable to make it, or you did and you now wish to purchase some of the games we learnt to play at home, here are the details of the games.

**Pass the Pigs** *(Google it for various prices. Cheapest I found was £6.50 online at Amazon)*

A great game for counting on in 1’s, 5’s and 10’s. This game provides the player the opportunity to apply their knowledge of the patterns of numbers to support their calculation strategies. Fun for all ages (and small enough to fit in your bag so perfect for holidays!) We used it with Years 2 and 3 but younger children can easily play with support for point scoring.

**Shut The Box** *(Again Google for various prices but you should be able to get it for about £6 - £7)*

This is a simple dice game. It is great for adding small numbers and learning pairs of numbers that add to make each number up to 9, (a key skill needed in Key Stage 1). Can be played alone or with others and for older players some strategic thinking could come into play.

**Yahtzee!** *(Available for £10 at Tesco)*

A classic dice game that most people have probably previously played. However the maths skills are abundant; adding the dice totals, using knowledge of multiplication, counting in different numbered steps and addition of many numbers to reach your total score. Although the game will take a bit longer, encourage your child to do their own calculations using known facts, their knowledge of using a number line and other addition strategies taught in school, to support them. Strategy also comes into this game.

**Skittles** *(Available widely, ELC do a giant set for £15. Alternatively make your own from empty plastic drinks bottles!)*

Basic game of skittles but we numbered each skittle to involve some Maths skills! For Early Years, number the skittles randomly with any numbers up to 5. Roll the ball and add up your total score. You can adapt the game as you wish, according to the age of the children playing.... change the numbers on the skittles to larger ones and continue with the adding theme..... or change the rules so instead of adding you have to multiply the highest numbered skittle that you knocked down by an agreed number (eg do x2 for a game, or x5). Encourage children to make up their own scoring systems... maybe just count how many skittles you knocked down and then double the number to get your score for that go. The possibilities are endless....! All good fun for the garden while the sun shines!

**Target!** *(All you need are some hoops or chalked out sections, plus a beanbag)*

This is another game that can be varied according to age and ability and can be adapted to use different Maths skills. Place a few hoops or draw/mark out your own target areas on large paper or a patio etc. Number each hoop/section and then throw your beanbag. Before you play decide the rules of your game.... maybe throw once and double where you land to give your score for that turn.... perhaps you throw once and have a target total to count down from (eg start with 20 points and subtract score from each throw)....or throw 2 beanbags and multiply your results together to get your points for that turn... use larger even numbers so if the beanbag lands half in the hoop you only score half the points from that hoop.... Endless possibilities for garden fun!

**Dots and Boxes** *(just draw a grid of dots in rows and columns, you can make it as large as you like but a 5 x 5 grid would be fine)*

A game for 2 players. Each player takes it in turns to draw a line that connects 2 dots either horizontally or vertically anywhere on the grid. Play continues but when a player draws the fourth line to complete a box they write their initial in it. The winner is the person who wins the most boxes. A good strategy game but it can be adapted to make it more Mathematical. Try placing numbers in some of the square before you begin which will make those square more desirable to win as they are worth more points...... maybe if you use different coloured pens you could score according to how many lines on the side of the square that you drew (either 1, 2, 3 or 4 points.... or if you have placed a number in the middle then the number or if you have done 2 lines then 2x the number etc). Endless possibilities again...!