Maths Game

An Odd Game

A game for 2 players

You will need:

- one game board
- two counters
- ten cubes (or other counting items such as coins or sweets)

Instructions

Begin with dividing the cubes between the players so that they have five each.

Place the two counters on start. Players take turns to move their counter along one of the joining lines each time to try to reach the finish.

Every time a player lands on an odd number, they lose one of their cubes.

The player with most cubes left at the end is the winner.

Try different routes. What is the most cubes you can have left at the finish?

Information for Parents/Carers

Have a discussion with your children about the properties of number that they are working with, such as odd, multiples of 3, multiples of 7, square numbers or prime numbers. How do they know if the number is odd, square, prime etc? For reception children, to help them recognise whether a number is more than 10, encourage them to count out the number of objects to compare it with 10.

For children in Years 1 and 2, to identify whether a number is odd, they can count out the correct number of objects and see whether they can be put into pairs with on objects left over,. Children in Year 2 may be able to identify multiples of 2 by their ones digit of 2, 4, 6, 8 or 0. If they are not sure about this, don't teach them the trick, but let them count objects to check.

For children in years 3 and 4, encourage them to check by using their times tables.

For children in year 5, square numbers can be identified by putting objects into a square shaped array (a pattern of rows or columns), such as the one below which shows that 9 is a square number because it can make a square shaped array, but 10 is not as the array it makes is not a square.

For children in year 6, prime numbers can be identified by the fact that they can only make one array, a line of counters.

Lancashire Mathematics Team (2020)

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As a guide to the numbers to work with for your child:

Reception: Game board 1

Lose a cube if you land on a number that is more than 10

Year One: Game board 2

Lose a cube if you land on an odd number

Year Two: Game board 2

Lose a cube if you land on an odd number

Year Three: Game board 3

Lose a cube if you land on a number that is a multiple of 3

Year Four: Game board 4

Lose a cube if you land on a number that is a multiple of 7

Year Five: Game board 5

Lose a cube if you land on a square number

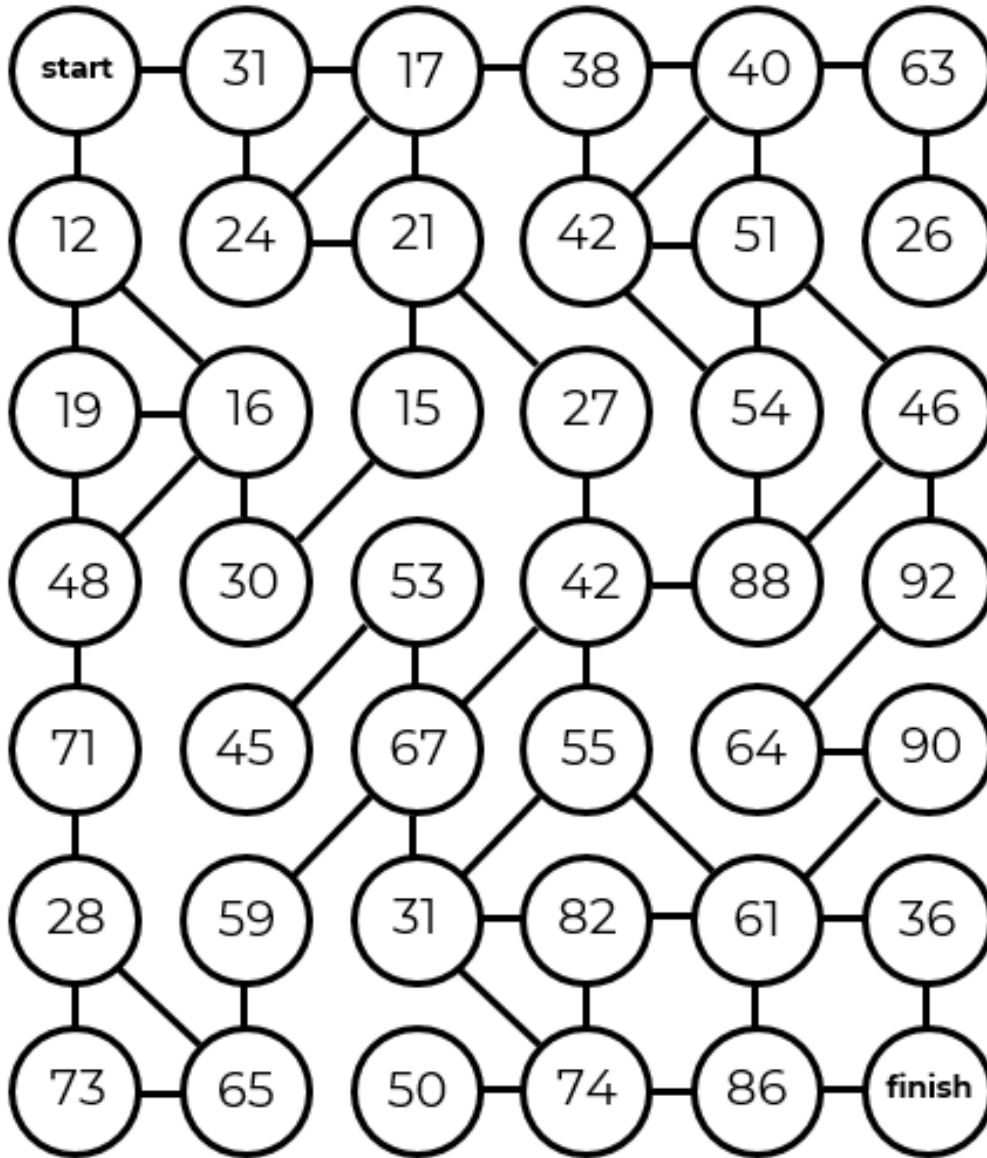**Year Six**: Game board 6

Lose a cube if you land on a prime number

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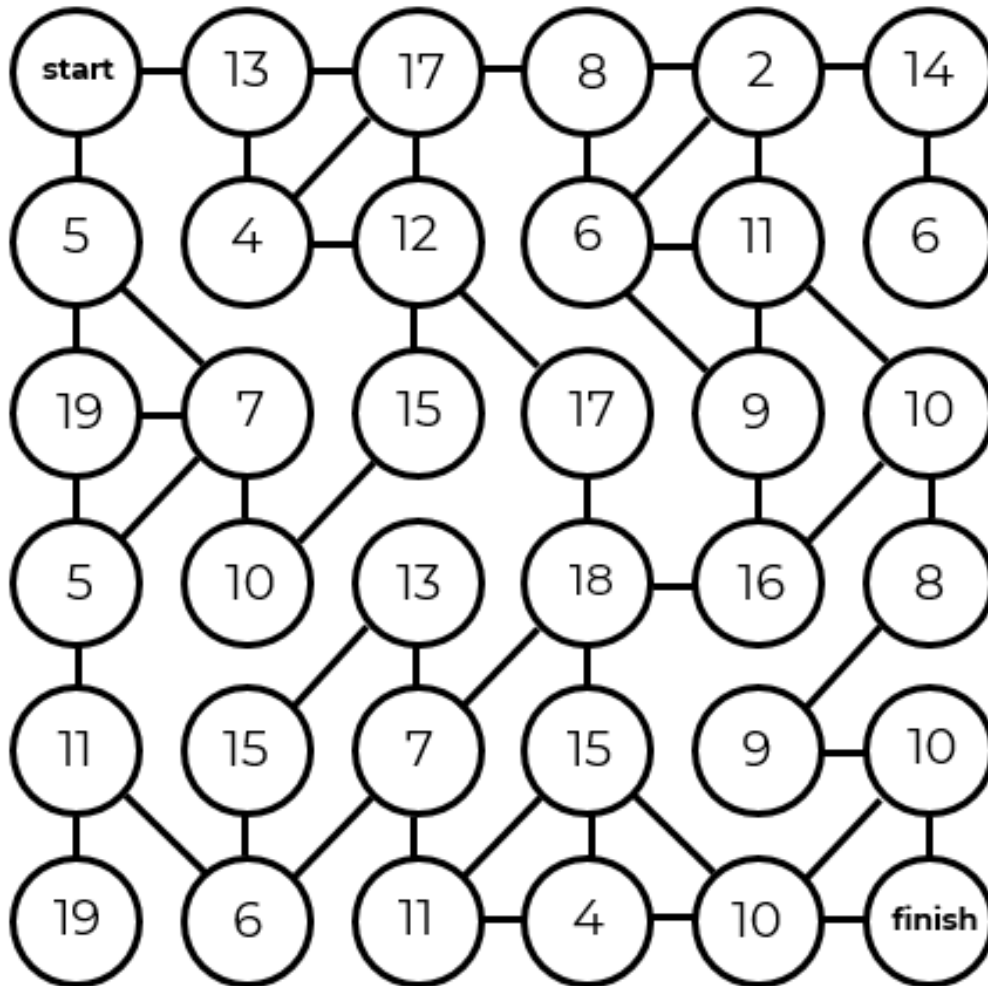
Maths Game

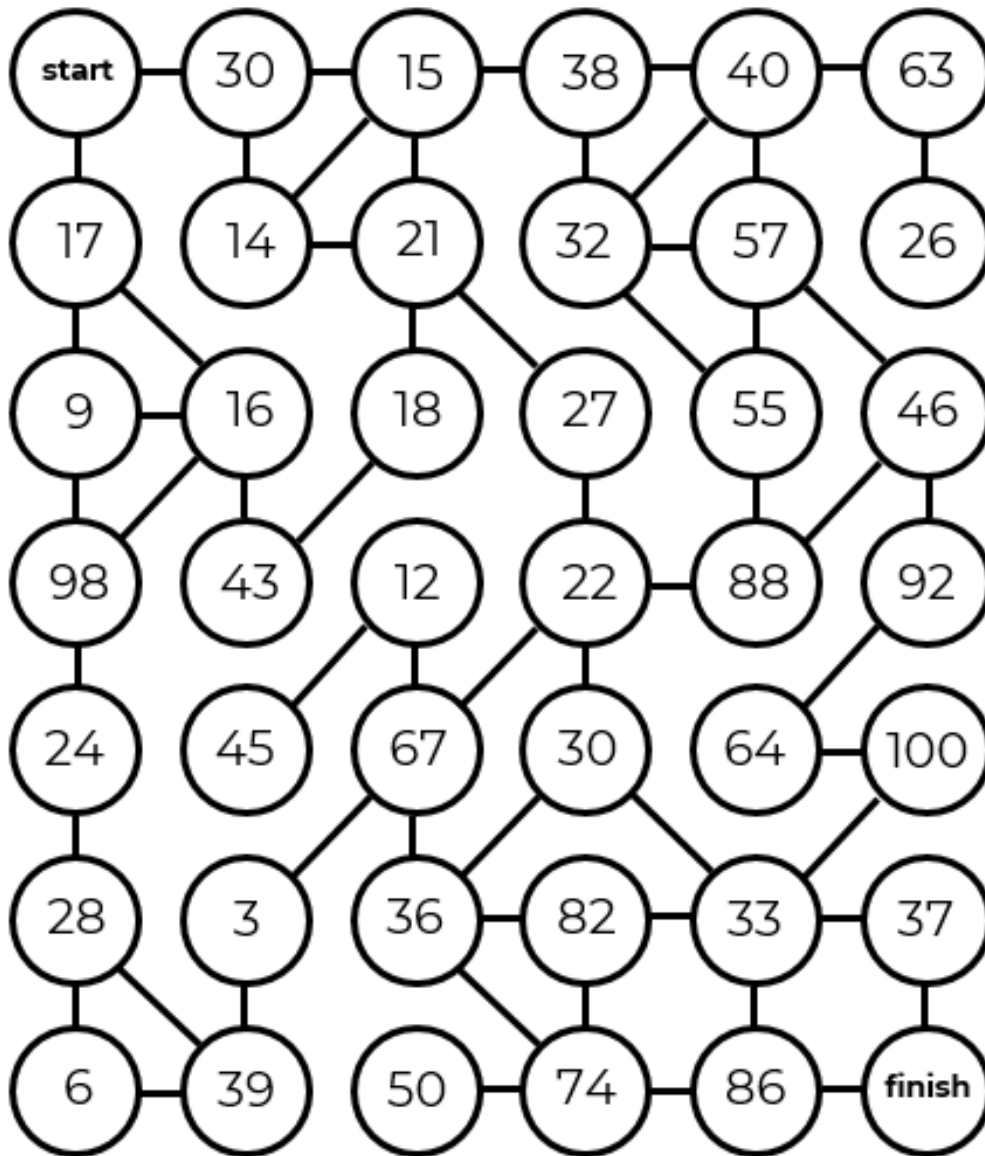**Game board 2 (Years 1 and 2)**

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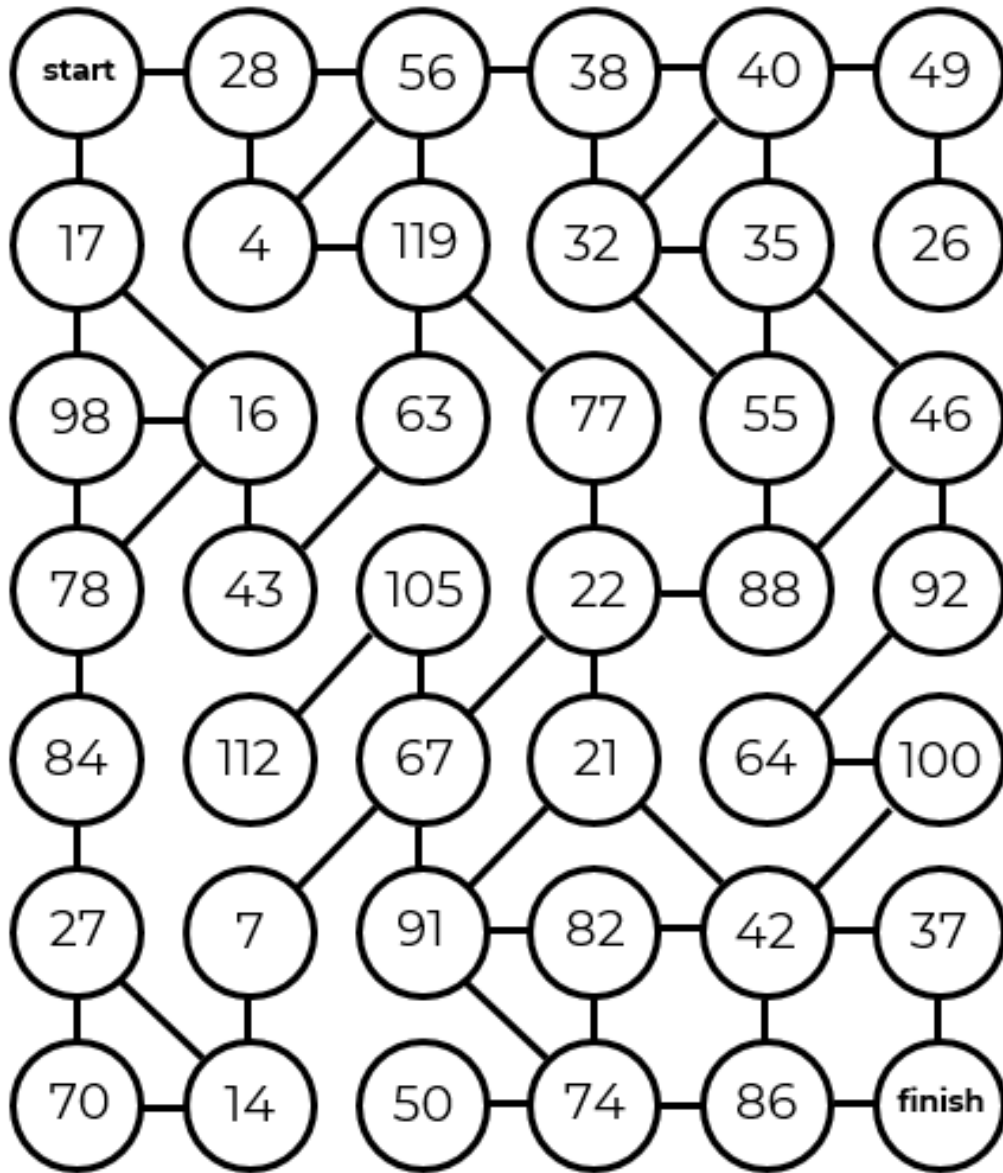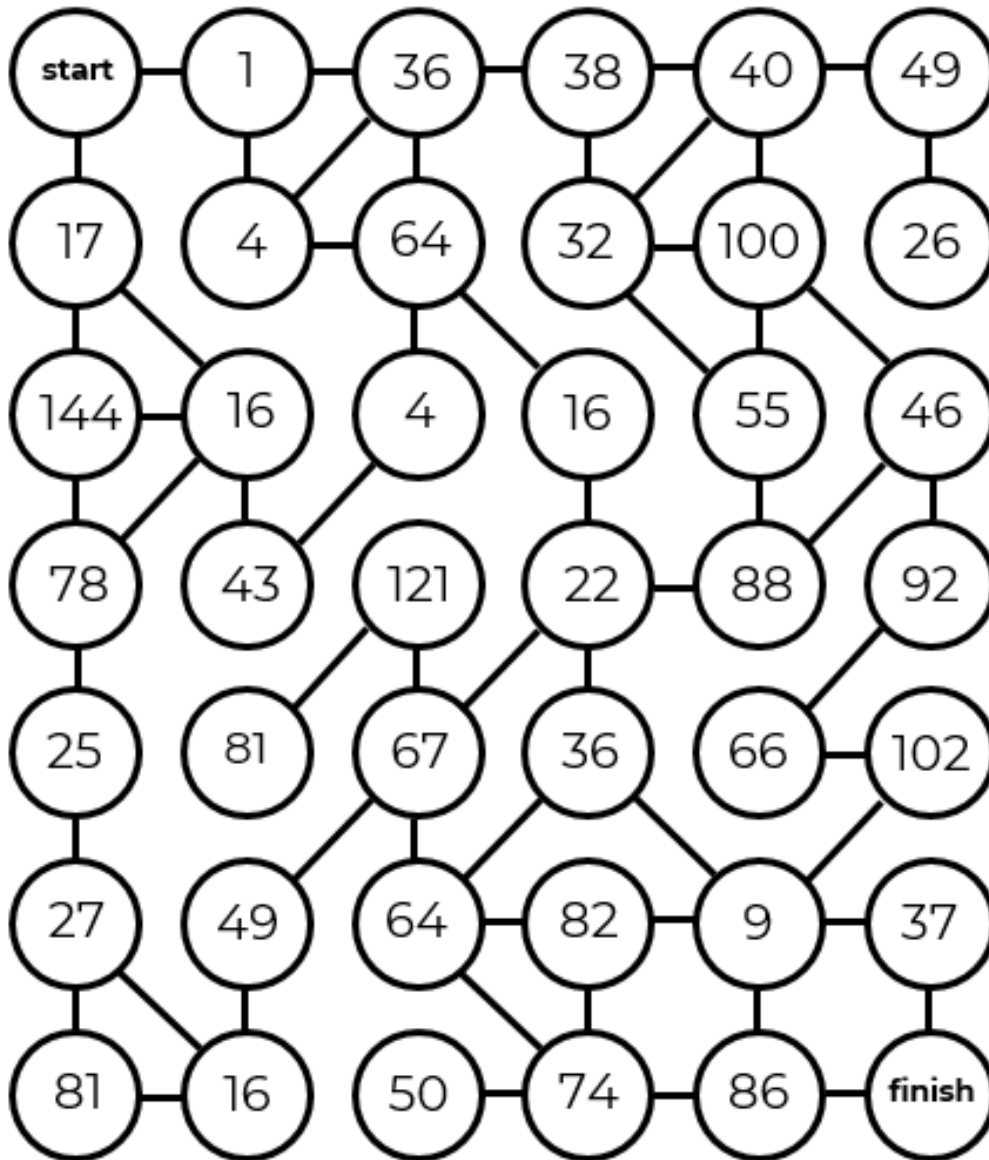## Game board 3 (Year 3)

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Game board 4 (Year 4)

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Game board 5 (Year 5)

Maths Game

Game board 6 (Year 6)