Strategy Game

Players take turns to say the next 1, 2 or 3 multiples of the times table they are practising.

For example, if practising the 3 times table, play might follow:

Player 1:	*0, 3*
Player 2:	*6, 9, 12*
Player 3:	*15*
Player 4:	*18, 21, 24*
Player 1:	*27, 30*
Player 2:	*33*
Player 3:	*36*

The player who says the twelfth multiple is out and the game starts again. This continues until only one player is left.

Tables Challenge

Need: a pack of cards with the Kings removed
The cards are shuffled and placed face down.

The player chooses which times table they would like to practise.

For each card turned over, the player must give the product of this number in the times table they are practising e.g. if practising the 8 times table and a 4 card is turned, the player must say 32 *(8 x 4).*

Jacks are worth 11 and Queens are worth 12.

The aim is to say a given number of facts within a set time limit e.g. 40 facts in 60 seconds.

Tables Challenge game

Need: a pack of cards

The cards are shuffled and then split into two roughly equal piles face down.

The top card from each pile is turned over.

The first player to say the product of the two numbers gets to keep those cards.

The game continues until all the cards have been turned.

The winner is the player with the most cards.

Rock Paper Scissors

Children play in pairs.

They decide which times table to practise.

Both players hold one hand as a fist and after saying '*Rock, paper, scissors*' show a number of fingers on that hand.

The player who finds the total of the fingers shown on both players hands and the product of this number in the times table being practised scores 1 point.

The first player to score 5 points is the winner

Turn it over

Cards with tables on one side and answers on the other – timed or in pairs. If correct, leave turned over or keep.

1 x 7	7 x 9	4 x 7	9 x 7
5 x 7	6 x 7	2 x 7	6 x 7
7 x 6	3 x 7	10 x 7	7 x 5

Fizz Buzz

Count round the class, starting from any number. Choose two tables, multiples of the first table are replaced with the word FIZZ and multiples of the second table are replaced with the word BUZZ. Where a number is a multiple of both, the child says FIZZBUZZ.

e.g. 1, 2, FIZZ, 4, BUZZ, FIZZ, 7, 8, FIZZ, BUZZ, 11, FIZZ, 13, 14, FIZZBUZZ.

Multiplication tetris

Need – two 6-sided dice, 10 x 10 grid on squared paper, pencil, ruler

Children take turns to roll the two dice and draw that array on the 10 x 10 grid.

The aim is to fill as much of the 10 x 10 grid as possible with arrays generated by rolling the two dice.

When the first array rolled cannot be drawn on the grid, the game is over.

The winner is the player who has covered the greatest amount of the 10 x 10 grid.

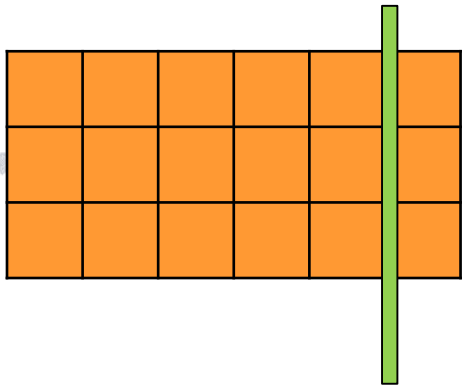
Strive to derive

Need – two 12-sided dice, squared paper, pencil, ruler, straw

Children take turns to roll the two dice and draw that array.

They then use a straw to partition the array into two arrays, one of which should be a 2, 5 or 10 fact.

They then say or write how to find the fact that they rolled.



Six times three is five times three, fifteen, and one more three, eighteen.

Counter pick

Need: a pot of counters

Take a small handful of counters from the pot.

Arrange the counters into an array (which can include a single line).

Record the dimensions of the array.

Your partner must then try to make a different array using the same counters.

This continues until no more arrays can be made.

All array dimensions must be recorded.

Every array made scores 1 point.

Play starts again with the other person picking the counters first.

What numbers can make only a single line?

Can any numbers make a square array?

Top trumps

You will need: Top trumps cards
Play top trump rules, select a category.
Work out the product.
The winner gets both cards.

Just right

Need: place value dice, game board, counters

Players take it in turns to roll the dice to generate a 2-digit number.

Each time a number is generated, the player must cover a number on the game board that divides exactly into it.

The winner is the player who gets 3 counters in a straight line.

Does it go

Need: 2 six-sided dice, game board, counters

Players take it in turns to roll the dice.

The total of the dice is found and a counter is placed on a multiple of that number on the game board.

The winner is the player who gets 4 counters in a straight line.

Division game

Need: sets of 0-9 digit cards for each player

Players shuffle their set of digit cards and select three cards.

The cards are arranged into a 2-digit number and a single digit.

The aim is to create the smallest possible answer by dividing the 2-digit number by the single digit.

The first player to score five points is the winner.

Sevens

Need: one 6-sided dice, game board, counters

Players take turns to roll the dice.

After each roll, the player must select a number from the game board that leaves the number rolled as a remainder when divided by 7.

A counter is placed on the number on the game board.

The winner is the first player to get three counters in a row.

Twos (or Fives, Tens, Threes

Need: two 6 sided dice, 2 x 3 or 3 x 3 grid
Players decide which times table they would like to practise.

Players take it in turns to roll the dice.

The number rolled is then multiplied by the times table and this product is written in one of the spaces on their own grid

Once both players' grids are completed the game can begin.

The dice is rolled and if either player has the product of this number on their grid it can be crossed off.

The winner is the first player to cross off all their numbers on their grid.

Tens

Need: a 12 sided dice, game board, counters

Players take it in turns to roll the dice.

The number rolled is then multiplied by 10.

If this number is on the game board then it can be covered using a counter.

The winner is the player who gets 3 counters in a straight line


St Pauls