

Maths games and activities to support children in Key Stage 2 develop mathematical fluency and flexibility

The aim of this booklet is to provide parents at Southmead Primary with some guidance on how they can help their child at home with maths. We have put together a selection of fun games and activities which you can play at home with your child to support their understanding of maths. You may need to adapt these games to suit the ability of your child.



The most important thing that you can do is to TALK and LISTEN to your child about their learning in maths. It will help your child if they have to explain their process to you. Be positive about maths, even if you don't feel confident about it yourself. Most importantly, play some games and have fun with maths. We don't expect you to spend hours on these a little and often is best. Enjoy.

Car Number Plate Challenge!

Choose an operation (+-x÷) and try to use the numbers on a car number plate to make a calculation – you may like to aim for a target number. If two people are playing, who can create the target number the quickest?

Guess my Number

One person thinks of a number and gives clues to the other person about their number e.g. 'my number is a square number', 'my number is a multiple of 4' or 'my number is in the 6 times tables and is larger than 30'.

Roll the Dice

- Roll two dice and multiply the numbers together. You could use any operation for this game.
- Play in pairs. Make up a target number, each roll a dice and add (subtract, multiply or divide) the numbers. The first person to get to the target number wins.

Shopping

Pretend you have e.g. £20 to spend, what could you buy? Look in the shops/on the internet. If your child has pocket money, encourage them to spend/save their own money, using their maths along the way.

Sale

Look at catalogues and find out what prices would be if there was a 10% or 15% sale. Now work out what the prices would be if they went up by 10%.

Best Buy When out shopping ask your child to find the best offers, e.g. is orange juice that is 3 for 2 better than 3 for £4? Or, is it better to get a free child's flight or 10% off your whole holiday?

Make 9

Randomly generate 4 numbers (e.g. using dice). Can you make 9 using all numbers (using each number only once)? You can use any operation as often as needed. For example 4 3 9 6.... $4+3=7$, $7-6=1$, $1 \times 9=9$!

Maths Surprise Alarm

One person sets a timer (e.g. kitchen timer) and both people have to think of as many ways to make a target number e.g. 62. The person to think of the most ways wins. Again, either decide on an operation (+- x÷) to use or use all four.



'Nice or Nasty'

Nice Version

2 players. Each player draws 3 boxes the (size of a playing card) side by side. Decide whether you trying to make the biggest or smallest number. Place a pack of playing cards face down in a pile. Take it in turns to turn over the top card and place it in one of your boxes. Keep going until all three boxes are full. The winner is the person who has the largest or smallest number as previously agreed.

Nasty Version

On one turn you can put one of your cards in one of the other person's boxes.

Beat the Calculator

The aim of the game is to get quicker at times tables. You need a pack of playing cards with the picture cards removed and a calculator. Decide who is going to be the first person to use the calculator. Shuffle the cards and turn over the top two. The person with the calculator has to work out the answer using the calculator by multiplying. The other person multiplies the two numbers mentally. Whoever is first wins a point.

I spy

Assign different shapes different points (e.g. squares score 2 points and hexagons score 10). As you spy the shapes, add up your scores, the first person to 20 wins. You could play this in the car, on holiday, at home (shapes are everywhere!). This game can be played with 3D shapes.

Dice Bingo

The bingo numbers will be decided by rolling two dice and adding up the scores. Draw up one bingo card for each player, with 8 squares on each card. Each player can choose which 8 numbers to put on their card between 2 and 12. When one of your numbers comes up, you cross it off. The first to cross off all their numbers is the winner. You can have a number more than once on your card.

Key questions

Even when your child has been successful at a learning activity it is useful to question them to aid their understanding. For example:

- How did you find that out?
- How can you prove it?
- Can you work it out another way?
- How could you use what you have found out to solve this...?

