



ALL PRIMARY LEVELS



Great Games

with numbers and words



By Steven Haney

Contents

Teachers' Notes	4	Section 3:	
Curriculum Links	5	Word and Number Games	26
Section 1:		Number Guess	27
Number Games Using Dice	7	Number Guess Sheet	28
Dice Master	8	Descending Numbers	29
King/Queen of Dice	9	Ascending Numbers	30
How Close Can You Go?	10	Descending/Ascending Score Sheet	31
How Close Can You Go? Score Sheet	11	Letter Order	32
Dice Powers	12	Word Order	33
		Letter/Word Order Sheet	34
Section 2:		Which Way To Go	35
Number Games Using Cards	13	Don't Steal My Words	36
Addition Poker	14	Don't Steal My Words Scorecard	37
Subtraction Poker	15	Mr/Mrs Wordo	38
Poker Score Sheet	16	Build a Word	39
How High Can I Go?	17	I'm Thinking of Something	40
How Low Can I Go?	18		
How High/Low Can I Go Score Sheet?	19		
Let's Get to 100	20		
100s Chart	21		
Friend of 10	22		
Friends of 10 Chart	23		
Place Value Guess	24		
Place Value Guess Score Sheet	25		



Dice Master

**Excellent
lesson
breaker!**

Level: Years K – 4

Number of Players: This is a game that the whole class can play.

Equipment: - Two dice (*add more dice to suit the age group*).

★ Aim: To become the Dice Master.

..... → **★ How to play**

To begin, all players sit in a circle and a Dice Master is chosen.

Roll 1 (1 die only)

The Dice Master rolls one of the dice.

Players then have to decide if the next die rolled will be higher, lower or the same number as the first die rolled.

Players stand if they think it will be higher.

- **Players stay seated** if they think it will be lower.
- **Players place their hands on their heads** if they think it will be the same.

Roll 2 (second die is rolled)

The Dice Master then rolls the second die to decide who is in or out. Players are slowly eliminated as the game continues.

The last player left in the game becomes the new Dice Master. If the Dice Master eliminates all players before one player is left, then he/she is the Dice Master again.



How Close Can You Go?

Level: Years 3 – 7

Can use multiplying, subtracting, dividing and adding skills.

Number of Players: This game works best if played in pairs.

Equipment:
- Five dice.
- Score Sheet (page 11).

★ Aim: To get as close to the answer as possible in three attempts.

★ How to play

To begin: Each player receives a Score Sheet.

- Two dice are rolled to give the player a total to achieve. Students record this total on their Score Sheets.
- The remaining three dice are rolled.
- Players then try to get as close to the total as possible by either multiplying (x), subtracting (-), dividing (÷) and/or adding (+) all three numbers rolled.
- Players can use any symbol and each symbol can be used more than once.
- Players write their equations on their sheets. Each player has at least three attempts unless he/she achieves the answer.

The winner is the person who achieves or gets the closest to the answer.

Example:

Roll 1 (two dice)

The pair roll two dice and it adds to 10. This is the total that they have to achieve. They record this number on their Score Sheets.

How close can you go to: 10

Roll 2 (three dice)

The pair then roll three dice and the following numbers come up: 3, 6 and 2.

Each player now tries to work out ways to reach the total of 10 by filling in the three attempt boxes on his/her Score Sheet.

How close can you go to: 10

3	+	6	+	2	=	11
3	-	2	+	6	=	7
2	x	6	-	3	=	9



Descending Numbers

Level: Years 3 – 6

A game which focuses on descending numbers.

Number of Players:

Equipment:

This game is played in pairs.

- A variety of numbers consisting of one, two or three digits (*depending on age group*) are placed in a bag.
- One Ordering Numbers sheet per player (*page 31*).

★ Aim: To place all numbers in descending order.

... → **★ How to play**

To begin: Each player receives an Ordering Numbers sheet.

Players take turns in pulling out five numbers each from the bag.

- The players place their numbers face up in front of them and write them on their Ordering Numbers sheet in the Numbers column.
- Each player then arranges his/her numbers in descending order in the Correct Order column.

Tally Up

- The players then swap Ordering Numbers sheets and allocate one point to each number placed in the correct order.
- The player with the most points in each game wins.
- After the game has been marked and points calculated the players then correct any incorrect answers by placing them in numerical order.

GAME 1

Numbers	Correct Order
120	120
11	45
45	40
40	11
5	5

Total of numbers in correct order:

5
points

Players can choose numbers with more digits to make the game more challenging.