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Preparing the Games

These are 'Print and Play' games.

Simply print the game on paper and it is ready.

Players will require pencils to play.

Each game is for 2 players with 2 games provided on each sheet so that the players can play the game twice.

using the Games

Math Centers – These games are ideal for a math center activity. Have the children read the instructions themselves if possible as this is a great reading comprehension activity.

Display on Smart Board – The games can be projected onto your smart board and the class can be broken into 2 teams to play.

Homework – The games are also suitable for homework. They are a fun alternative to regular homework and parents can be involved in playing the game with their children. This is really popular with the kids and the parents.

Fast Finishers – The games are a perfect activity for those children who finish their work early.

Students as Teachers - A worthwhile activity is to have children learn how to play a game and then teach it to others. Teaching others how to play is a great communication activity.

Buddy Class Activity – Another use for the games is to use them as a buddy class activity. Have the younger students 'teach' their older buddies how to play

the game.

owl Pairs - Add to 11

Color two adjoining numbers that add to 11.

a game for 2 players

Need: Pencils

Players take turns to color 2 adjoining numbers that add to 11.

The numbers must be in squares that are joined along a side.

For example – on a turn a player could color 3 and 8 or 6 and 5.

The last player who can color a pair of numbers that add to 11, is the winner.

Game 1							
5	ч	7	Ч	5			
6	7	3	8	6			
5	3	8	ı	5			
6	10	١	10	Ч			
9	l	3	8	2			
2	3	8	9	5			
8	Ч	7	5	6			
6	5	3	9	2			
7	Ч	8	$\langle \widetilde{\infty} \rangle$				

Game 2								
8	7	Ч	2	9				
3	6	5	8	3				
9	2	8	3	8				
7	Ч	l	9	5				
५	5	10	2	6				
5	6	0	9	2				
6	8	II	0	9				
3	7	Ч	3	8				
8	5	5 6		9				

Alligator Pairs and Trios - Add to 15/

Color any two or three numbers that add to 15.

a game for 2 players Need: Pencils

Players take turns to color 2 or 3 numbers that add to 15. The numbers can be anywhere on the board and do not have to be in adjoining squares. For example – on a turn a player could color 8 and 7 or 6, 4 and 5. The last player who can color a pair or a trio that add to 15, is the winner.

,	Game 1						Game 2								
ig	Ч	12	8	5	प	2	8	5	12	2	13	7	9	١	1
	5	ч	1	9	6	9	3	1	प	8	1	6	7	10	4
	3	2	6	3	7	5	12	G	14	3	5	8	3	9	
,	7	9	5	11	1	9	2	3	2	6	7	प्र	7	6	
	Ч	8	3	2	7	प	8	8	7	0	8	9	3	9	
	9	6	7	II	1	10	3	3	9	11	2	7	13	10	
	Ч	2	8	5	14	G	13	12	1	7	9	G	2	8	•
	10	5	1	II	3	12	7	7	3	6	l	9	5	Ч	

