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Using this book and a few common materials you will be able to provide 36 board games for your Year 2 classroom. These games are designed to provide important practice for children learning their maths facts and algorithms, and will help children memorise their facts in an enjoyable yet effective way.

With directions provided on each game board, these easy-to-learn games are perfect for when students need to work independently. If you are searching for ways to involve parents or guardians in their children's maths experiences, create take-home maths-game kits by mounting the game boards on file folders and attaching small envelopes for game pieces. The games can then be used as homework assignments. Children may even choose to play one of these games at recess or in their free time.

Before distributing the game materials to students, read the directions and prepare the materials. Most of the games use 'cards' that are supplied at the end of this book. (This is also indicated in each game's directions.) To prepare the cards, photocopy the pattern pages, then cut out the cards. The games will last longer if glued onto cardboard, and it will not be possible to read the problems through the back. Enlarge the game board and/or cards if possible. You could also laminate the cards for extra durability.

Most games also need markers. The markers must fit in the spaces on the game board, and they must be easy to pick up. Different colours or kinds will enable players to distinguish their game markers from their opponents'. Here are some items that could be used as game markers:

- counters
- buttons
- macaroni
- paperclips
- lollies

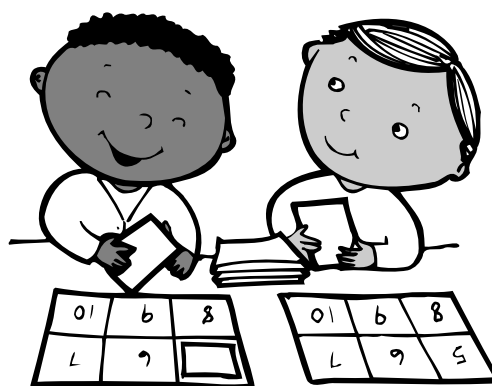
- dried beans
- centimetre cubes
- wads or squares of cardboard
- styrofoam packing materials
- game markers from commercial games.

You may also use crayons.

This book can be used in many different ways. If a game is being introduced to the whole class, reproduce the game board on a transparency and use an overhead projector. Some teachers prefer to introduce a game to a group and have just that group use it. At other times, a game may be given to a pair or group of children who can read the directions and follow them on their own. If a child cannot read the directions, she or he can be paired with someone who can.

When children are playing a game, they should check each other's answers and use paper if necessary. Figuring out answers mentally, or memorising them, is the goal. The game cards can be used as flashcards or even as timed tests.

Use these games as part of your maths program to provide delightful maths experiences for children who have not yet mastered their facts or computation skills.



# HIT A SIX!

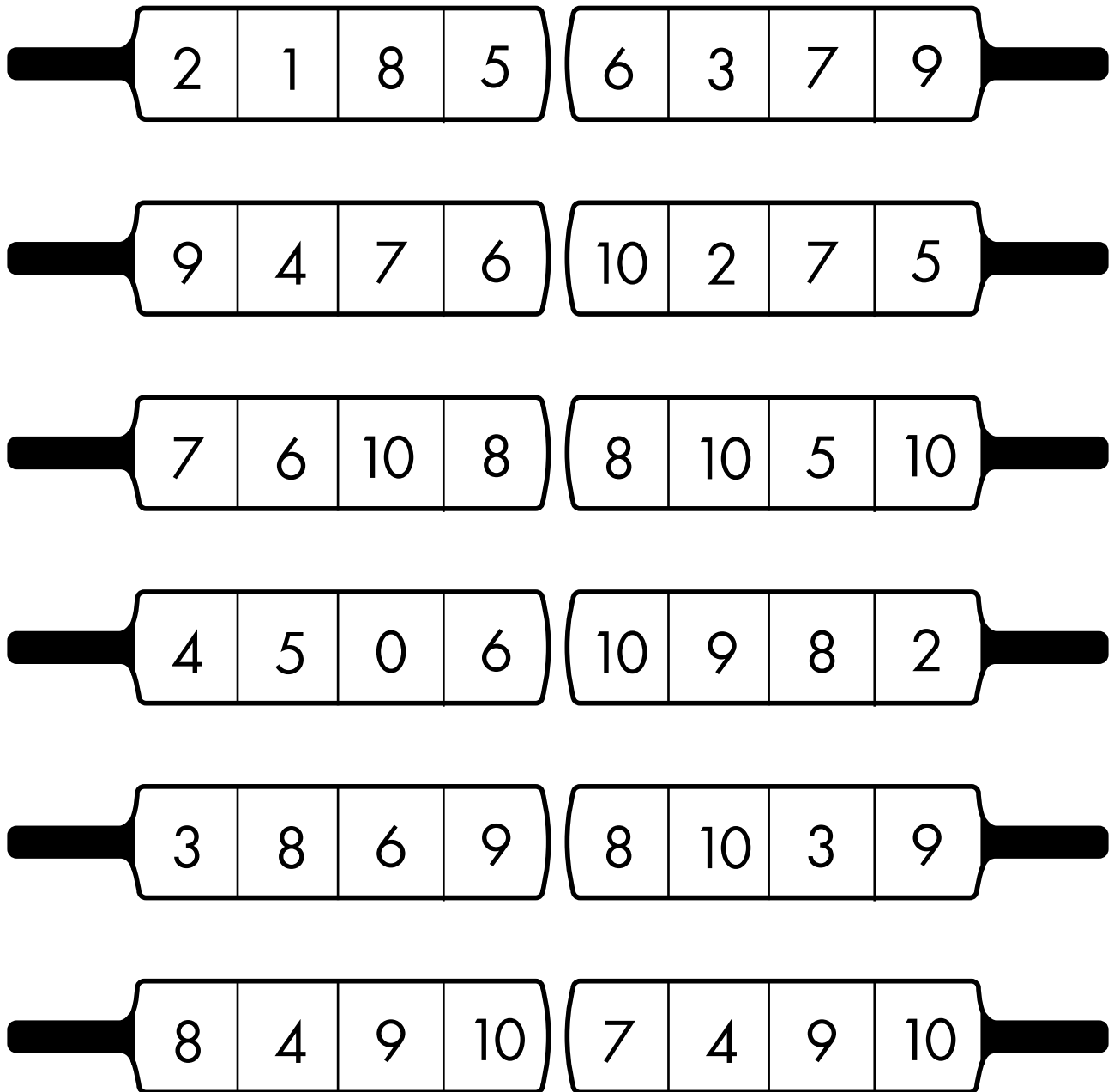
**Players:** 2

**Object:** To cover a bat with 4 game markers

**Other Materials:** Game markers or different coloured crayon for each player, Cards A and B

**To Play:**

1. Mix up the cards and place them *face down* in a pile.
2. Each player takes a card, calls out the answer, and marks one of the spaces with the correct answer.
3. If no answer is left, the player loses that turn.
4. Play until someone marks one whole bat to hit a six.



# ZEBRA FUN

**Players:** 2

**Object:** To cover 3 spaces in a row

**Other Materials:** Cards C, game markers for each player

**To Play:**

1. Mix up the cards and place them *face down* in a pile.
2. Each player takes a card, reads the number, and places a game marker on one of the spaces with a problem that has the same answer.
3. Keep on playing until someone has 3 markers in a  $\rightarrow$ ,  $\downarrow$  or  $\nearrow$  row.
4. Play again. Keep track of who wins.



$0 + 8$	$1 + 1$	$0 + 4$
$4 + 4$	$3 + 3$	$1 + 9$
$1 + 5$	$0 + 0$	$2 + 5$

$3 + 7$	$2 + 2$	$1 + 6$
$4 + 5$	$0 + 1$	$3 + 4$
$2 + 6$	$1 + 2$	$0 + 7$

$0 + 5$	$2 + 3$	$1 + 3$
$1 + 7$	$3 + 5$	$0 + 2$
$0 + 9$	$5 + 5$	$2 + 7$

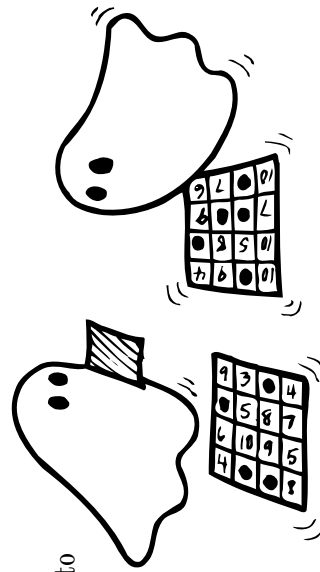
$3 + 6$	$0 + 6$	$2 + 4$
$4 + 6$	$1 + 4$	$1 + 8$
$0 + 3$	$2 + 8$	$0 + 10$

# GHOST BUSTERS

**Players:** 2

**Object:** To be the first player to have 4 markers in a row.

**Other Materials:** Cards A and B, game markers for each player

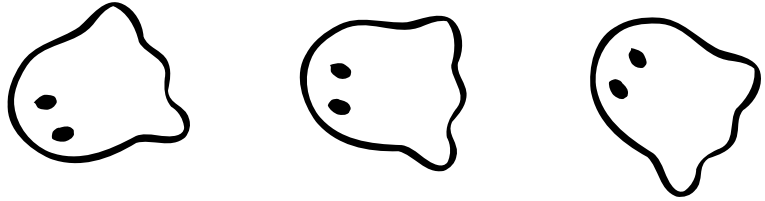


**To Play:**

1. Mix up the cards and place them *face down* in a pile.
2. Each player chooses a bingo board.
3. Each player draws a card, calls out the answer, and marks one of the ghosts with the correct answer on his or her bingo board.
4. If no answer is left, the player loses that turn.
5. Play until someone covers 4 ghosts in a →, ↓, or ↗ row.
6. Play again. Keep track of who wins.

Name \_\_\_\_\_

9	3	4	6
7	5	7	8
6	10	5	10
4	8	8	8



Name \_\_\_\_\_

10	8	9	4
10	5	8	6
7	10	3	9
10	9	7	6

# NUMBER MAZE

Players: 2

**Object:** To reach the Winner box

**Other Materials:** Cards D and E, game marker for each player



**To Play:**

1. Mix up the cards and place them *face down* in a pile.
2. Each player places a game marker at Start.
3. Players take turns drawing a card and moving a game marker to the first correct answer.
4. If the first correct answer is already marked, the player loses that turn.
5. Play until someone gets to the Winner box.

Start ↓

	0	10	9	8	7	6	5	4	3	2	1	0	10		
0	0													9	
1	1													8	
2	2			6	5	4	3	2	1	0	10			7	
3	3		7											6	
4	4		8			8	7	6	5					5	
5	5		9			9					4			4	
6	6		10			10					3			3	
7	7		0			0					2			2	
8	8		1			1					1			1	
9	9		2			2					0			0	
10	10		3			3					10			10	
0	0		4			4					9			9	
1	1		5			5					8			8	
2	2		6			6					7			7	
3	3		7			7					6			6	
		4	5	6	7	8	9	10	0	1	2	3	4	5	6