

# CONTENTS

## ADDITION FACTS

Stack That Hamburger! .....	1
Triangle Bingo .....	2

## SUBTRACTION FACTS

Subtract to Win .....	3
Tightrope Race .....	4

## ADDITION & SUBTRACTION FACTS

Ninja Nines.....	5
Squid Bingo.....	6

## MULTIPLICATION FACTS

Bingo by Twos .....	7
Third Time Lucky .....	8
Squaring Off.....	9
Mousing About.....	10
It's a Six!.....	11
Racing with Sevens .....	12
Worming to Eight.....	13
Bingo Mania.....	14
Explore the Pyramid .....	15
Around the World .....	16
Racing Numbers .....	17

## DIVISION FACTS

It's a Cover-Up .....	18
Dinosaur Division .....	19
Pick a Bunch.....	20
Catch a Monster .....	21
A Divisive Race.....	22
Diamond Bingo .....	23

## COMPUTATION

Catch Codzilla (Adding Two-Digit Numbers)....	24
The King of Bingo (Adding Larger Numbers) ...	25
Jump Rope to Add (Numbers to 6000) .....	26
Draw a Ladybird (Subtracting Two-Digit Numbers)	27
Take the Doughnuts Away! (Larger Numbers) ...	28
Circle Bingo (Subtracting: Numbers to 7500) ...	29
Clowning Around (Multiplying: Numbers to 94)	30
Get to the Top (Multiplying and Adding) .....	31
Shaping Up.....	32

## NUMBER COMPARISONS & PLACE VALUE

More or Less? (Number Relationships) .....	33
Get the Lamp! (Number Relationships).....	34
Lucky Seven (Place Value).....	35

GAME CARD PATTERNS .....	36–47
--------------------------	-------

Using this book and a few common materials you will be able to provide 35 board games for your Year 3 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

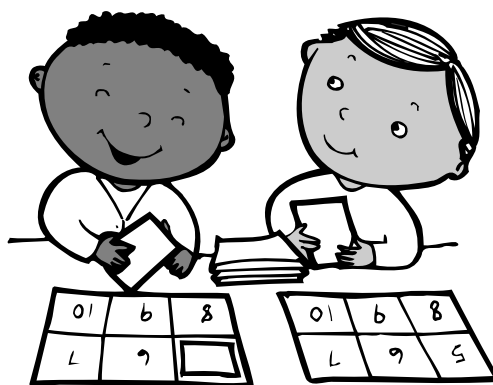
- dried beans
- centimetre cubes
- wads or squares of cardboard
- styrofoam packing materials
- game markers from commercial games.

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.



# STACK THAT HAMBURGER

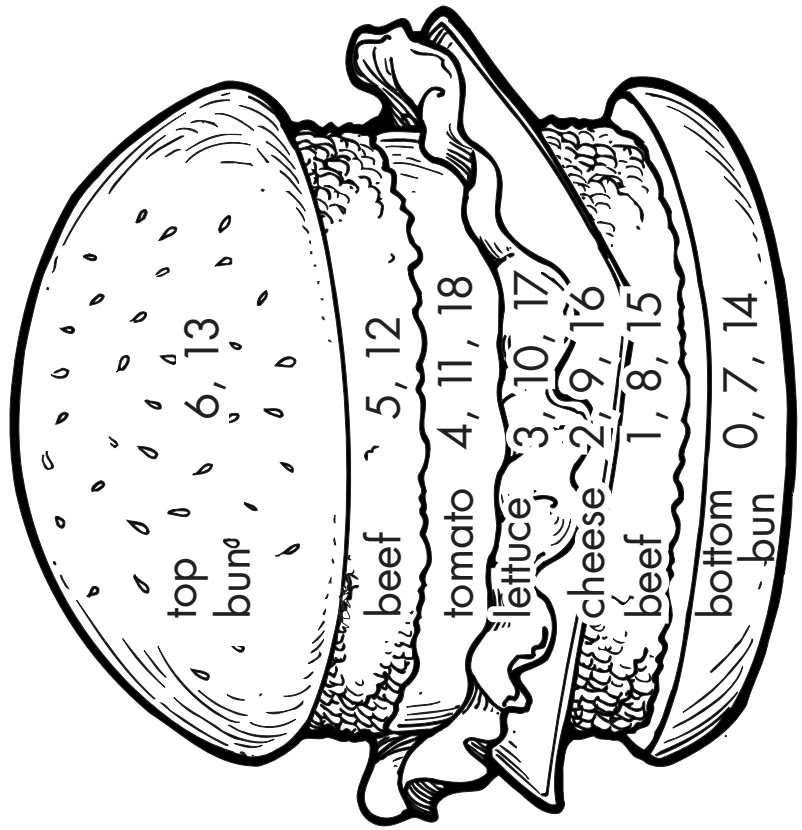
**Players:** 2

**Object:** To mark all parts of the hamburger

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

**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 the turn.
4. Play until someone has stacked all parts of the hamburger.



## Hamburger Board


top bun  
6, 13

beef  
5, 12

tomato  
4, 11, 18

lettuce  
3, 10, 17

cheese  
2, 9, 16

beef  
1, 8, 15

bottom bun  
0, 7, 14


Name \_\_\_\_\_

Name \_\_\_\_\_

# TRIANGLE BINGO

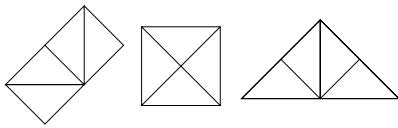
**Players:** 2

**Object:** To cover 4 triangles to make a desired shape

**Other Materials:** Cards C; game markers or different coloured crayon for each player

**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 4 triangles to make one of these shapes:



11	13	14	12	18	13	14
17			11		18	
15	16	13	14	17	16	15
12			15		13	
11	14	12	17	13	16	11
18			11		17	

# SUBTRACT TO WIN

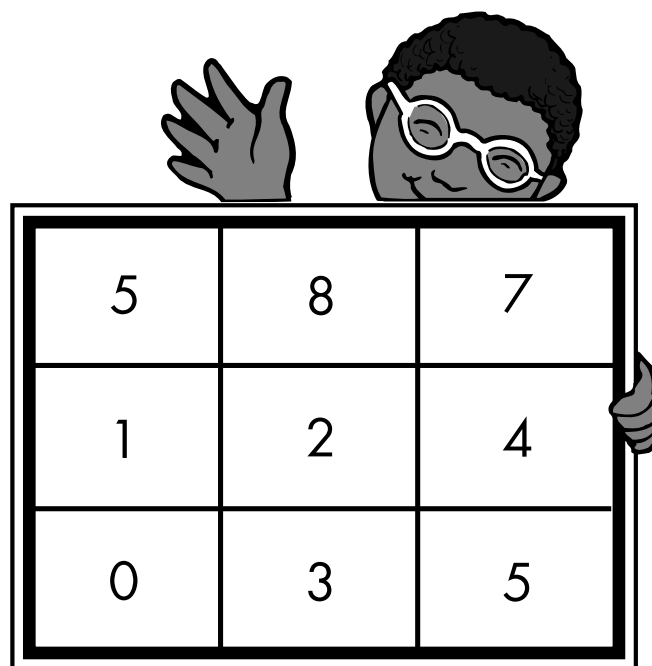
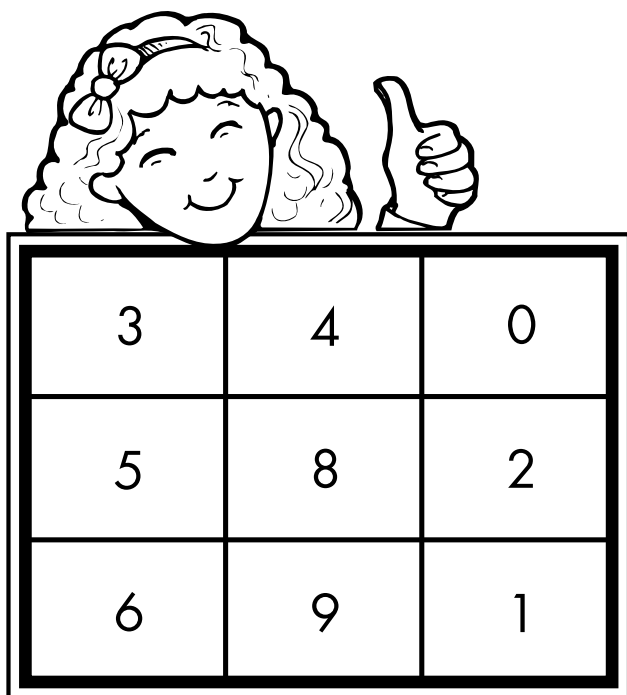
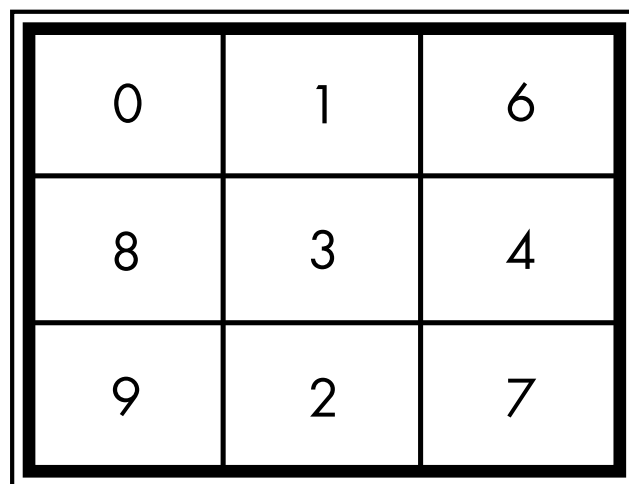
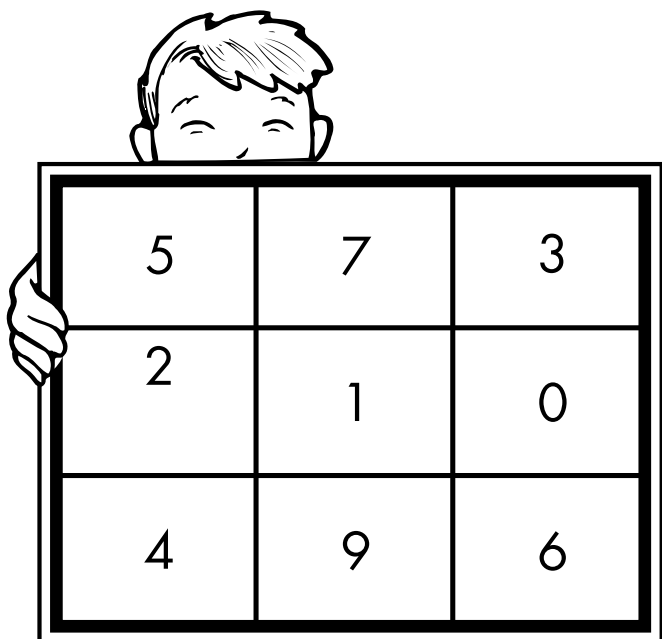
**Players:** 2

**Object:** To be the first player to cover 3 squares in a row.

**Other Materials:** Game markers for each player; Cards D, E and F

**To Play:**

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



# TIGHTROPE RACE

*Be the first to cross your own tightrope!*

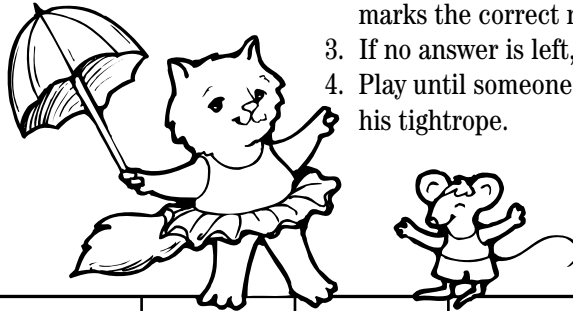
**Players:** 2

**Object:** To cover all spaces on the tightrope

**Other Materials:** Game markers or crayon for each player; Cards D, E and F

**To Play:**

1. Mix up the cards and place them *face down* in a pile.
2. Each player draws a card, calls out the answer, and marks the correct number on the tightrope.
3. If no answer is left, the player loses that turn.
4. Play until someone has marked all spaces on her or his tightrope.



7	4	9	3	6	2	5	8
---	---	---	---	---	---	---	---

Name \_\_\_\_\_



4	9	3	6	2	8	5	7
---	---	---	---	---	---	---	---

Name \_\_\_\_\_