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Using this book and a few common materials you will be able to provide 34 board games for your Year 5 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

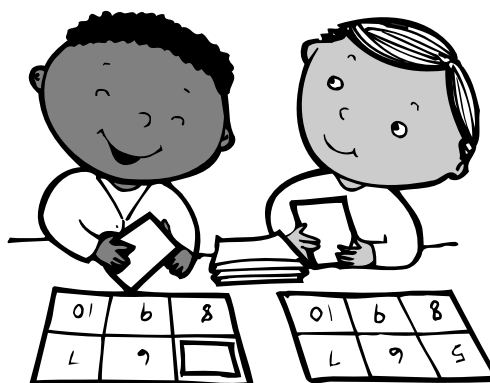
- dried beans
- centimetre cubes
- wads or squares of cardboard
- styrofoam packing materials
- game markers from commercial games.

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.



SKATING SHAPES

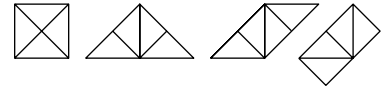
Players: 2

Object: To place 4 game markers together in one of the specified shapes

Other Materials: Game markers or different coloured 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 and marks one triangle with that answer.
3. If no answer is left, the player loses that turn.
4. Play until someone has 4 triangles together in one of these shapes:



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GIANT BUBBLE GONTEST

Who can blow the giant bubble first?

Players: 2

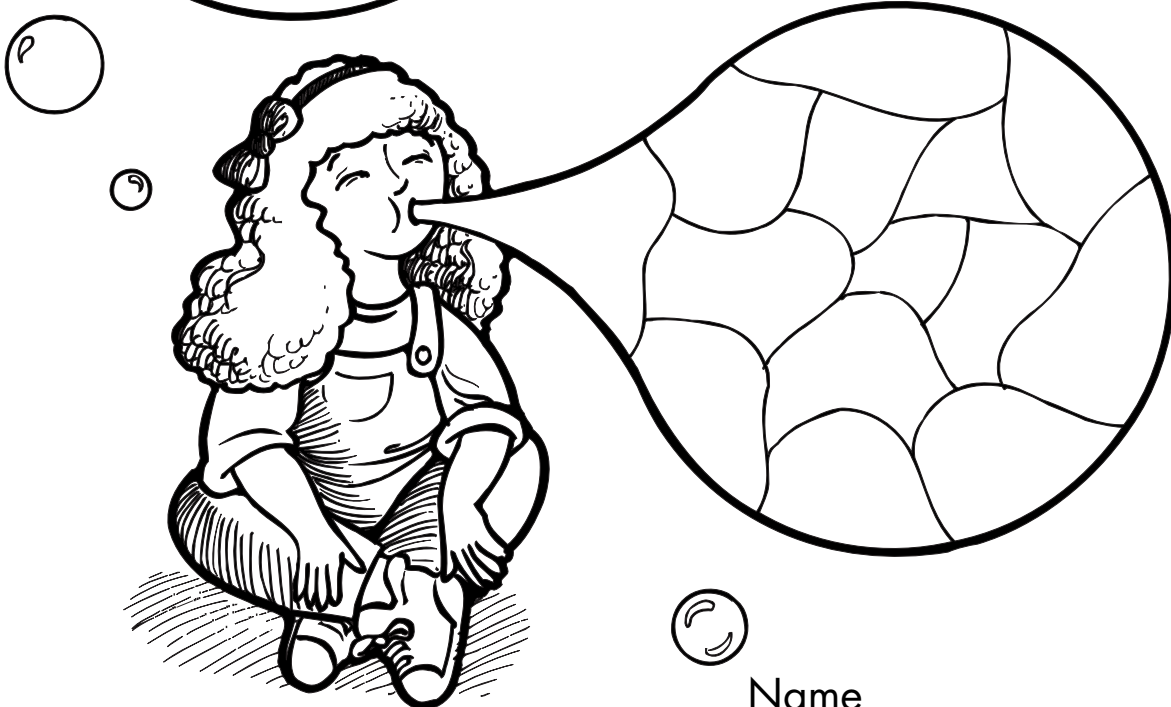
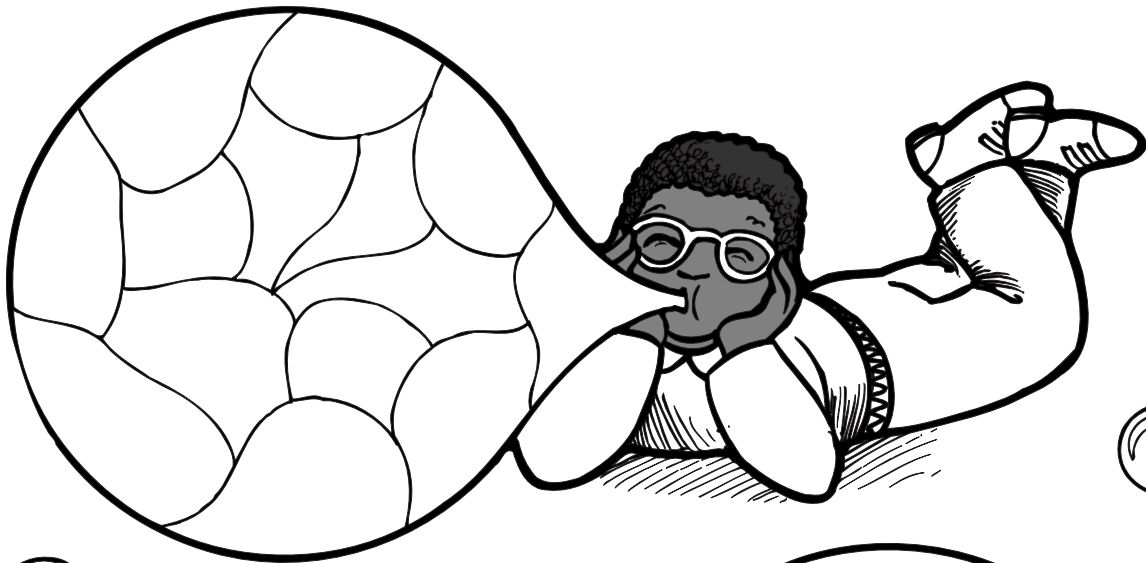
Object: To be the first player to colour his or her entire bubble.

Other Materials: 2 or more copies of Cards M, Texas

To Play:

1. Mix up the cards and place them *face down* in a pile.
2. Each player draws 4 cards and adds the numbers.
3. The player with the larger sum colours one part of her or his bubble.
4. Play until someone has coloured an entire bubble.
5. If needed, mix up the cards and use them again to finish the game.

 Name _____



 Name _____