

# INSPIRE MATHS GAMES PACK

for PUPIL BOOKS  
2A and 2B



# Inspire Maths games pack for use with pupil books 2A and 2B

This pack includes games from *Inspire Maths* Pupil Books 2A and 2B to use at home to reinforce maths taught at school.

## The benefits of playing games

Play is important and we know that it is essential for cognitive growth. We are all aware of how crucial this is in the early years, but games can provide experience beyond early childhood and into the teens and indeed adulthood. As well as contributing to cognitive growth, play also contributes to social, emotional and wellbeing in children and adults alike.

Until now there have been a variety of factors that have influenced how children play and the time we put aside to play. Some of these can be attributed to a hurried life style, changes in family structures, families not living in family groups where other family members such as grandparents are accessible, the move towards social media and parents' fear of allowing children to play outside with friends. However in these unprecedented times we find ourselves in currently, in many ways, life has slowed down; children are playing together and of course parents have more time at home with the family and they are looking for activities and games to play.

Playing games teach children how to take turns, be patient, understand that winning is not the important thing. Games can be educational and fun. Playing games can give us a feeling of success and resilience, which can translate into other areas of our lives. Play gives adults the space to communicate with their children and vice versa. Games encourage children to play together and be sociable. Games can also teach children (and adults) patience and understanding. Playing games can also help to develop children's attention spans.

## Using Inspire Maths games and activities for problem solving and fluency practice

These engaging games and activities encourage children to apply concepts they have been learning at school. These games and activities provide a context for engaging children with opportunities for frequent practice. Through playing games with others, children develop a variety of important skills such as critical thinking, problem solving, creativity and teamwork.

Playing these games can lay the foundation for understanding mathematics. Children practise using mathematical language in context. They can also practise essential life skills such as telling the time and using and manipulating money. Playing a game may help them understand a new concept or look at something with a different perspective to develop their understanding further.

# Roll and show! Numbers to 1000

## Game



### 6 Roll and Show!

How to play:

**Players:** 3

**You will need:**

- a 10-sided dice
- a piece of paper



- 1 Player 1 rolls the dice three times to make a 3-digit number. Player 3 writes it down.



- 2 Player 2 rolls the dice three times to make another 3-digit number. Player 3 writes it down.



- 3 Player 3 looks at the numbers and writes **greater than** or **smaller than** between them. The other players check the answer.

- 4 Take turns to roll and write! Get one point for each correct answer.



500 is greater than 300.  
So 543 is greater than 366.



Play five rounds. The player with the most points wins!

Practice Book 2A, p.15

# Roll and show! Numbers to 1000

## What you will need

A 10 sided dice or a spinner and a piece of paper. You can make a spinner by drawing on a dinner plate with felt tip and dividing it into 10 sections. Place a paper clip at the centre of the plate and put the point of a pencil through the end of the paper clip which is at the centre of the plate. Spin the paper clip to generate the numbers. If you do not have paper clips you can make an arrow out of a piece of card and do the same thing.

## How to play

This game is for three players. Player 1 will roll the dice or spin the spinner to make a 3 digit number. Player 2 writes down the number. Player 3 rolls the dice or spins the spinner three times to make another 3 digit number and Player 2 writes it down. Player 3 then writes greater than or smaller than between the numbers. Children will be comparing two 3 digit numbers. You should encourage them to check each other's numbers and answers.

# Roll and count! Numbers to 1000

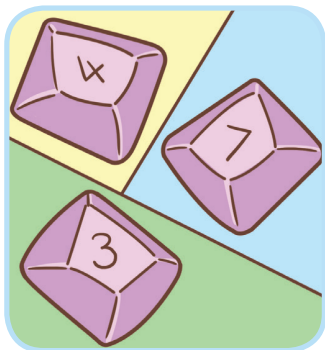
## Game



### 9 Roll and count!

How to play:

- 1 Roll the dice three times to make a 3-digit number. If the 3-digit number is 900 or more, roll the dice three more times to make another 3-digit number.



- 3 Take turns to roll and count! Get one point for each correct answer.



**Players:** 3 to 4

**You will need:**

- a 10-sided dice
- a piece of paper



- 2 Copy and complete this table.

Number made

1 more than the number

1 less than the number

10 more than the number

10 less than the number

100 more than the number

100 less than the number

Play five rounds. The player with the most points wins!

Practice Book 2A, p.17

# Roll and count! Numbers to 1000

## What you will need

A 10 sided dice or a spinner and a piece of paper. You can make a spinner by drawing on a dinner plate with felt tip and dividing it into 10 sections. Place a paper clip at the centre of the plate and put the point of a pencil through the end of the paper clip which is at the centre of the plate. Spin the paper clip to generate the numbers. If you do not have paper clips you can make an arrow out of a piece of card and do the same thing.

## How to play

Roll the dice or spin the spinner to make a three digit number. Then copy and fill in the table. You might want to discuss that (a) the number after the given number is greater than the number, and (b) the number before the given number is smaller than the number. You can also ask your child to generate more patterns. So, if I have made 245 and I am adding 10, I would generate this pattern 245, 255, 265, 275... what would the next three numbers be and why?

# Roll and multiply! Multiplying by 4, 5 and 10

## Game



### 4 Roll and multiply

How to play:

**Players:** 3 to 4

**You will need:**

- a chart
- a 10-sided dice
- a counter labelled 4 and 5

1 Each player will need a chart to record their answers.

2 Player 1 throws the dice and tosses the counter.

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



3 Player 1 multiplies the two numbers.

4 Player 1 writes the answer in their chart. The others check the answer. Take turns to play.

The first person to complete the chart wins!

	5	6	7	8	9	10
4						
5	30					

Practice Book 2B, p.29

# Roll and multiply! Multiplying by 4, 5 and 10

## What you will need

A counter labelled 4 on one side and 5 on the other, a 10 sided dice or a spinner and a chart as in the diagram to record the answers. You could use a coin and label the faces with a 4 and a 5, if you do not have a counter. You can make a spinner by drawing on a plate with felt tip and dividing it into 10 sections. Place a paper clip at the centre of the plate and put the point of a pencil through the end of the paper clip which is at the centre of the plate. Spin the paper clip to generate the numbers. If you do not have paper clips you can make an arrow out of a piece of card and do the same thing.

## How to play

Each player will need to draw a chart, as in the diagram above. This game can be played with more than two people. A player will roll the dice or spin the spinner once and toss the counter/coin. Multiply the two numbers, writing the answer in the chart. The other players should check the answers. The first person to complete the chart wins the game.

# Add mentally! Mental calculations

## Game



### 4 Add mentally!

How to play:

**Players:** 2 to 4

**You will need:**

- a dice
- cards with numbers 6, 7, 8 and 9

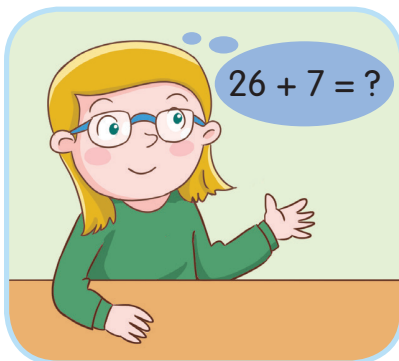
- 1 Player 1 rolls the dice two times to make a two-digit number.



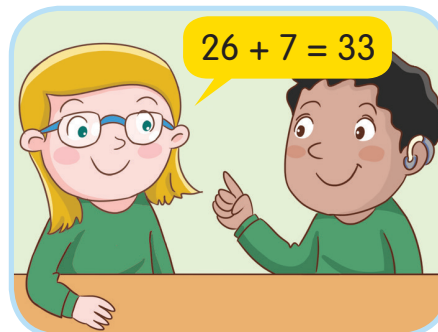
- 2 Player 1 draws a card to get another number.



- 3 Player 1 adds the two numbers mentally.



- 4 The other players check the answer. Get 1 point for each correct answer.



- 5 Take turns to play. Play ten rounds.

The player with the most points wins!

# Add mentally! Mental calculations

## What you will need

A dice and cards with the numbers 6, 7, 8 and 9. You could use playing cards instead.

## How to play

This game is for two to four players. Players take turns to roll the dice twice to make a 2 digit number and then take a card. The player adds together mentally the 2 digit number and the number on the card. Decide how many rounds you will take. The player gets a point for each correct answer and the player with the most points wins the game.

# Fix and win. Fractions

## Game

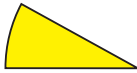
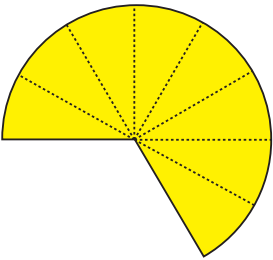
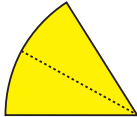
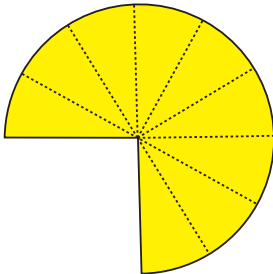
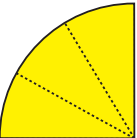
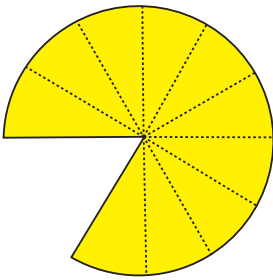
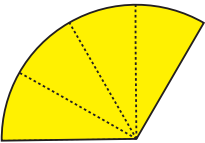
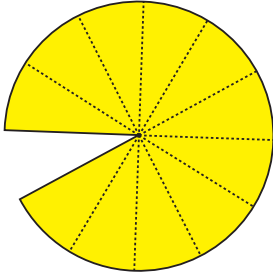
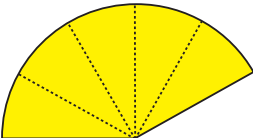
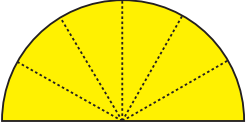
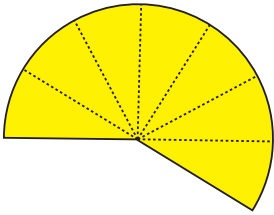


### 10 Fix and win!

**Players:** 2 to 4

**You will need:**

- a bag containing circle pieces

	$\frac{1}{12}$	2 pieces		$\frac{8}{12}$	1 piece
	$\frac{2}{12}$	2 pieces		$\frac{9}{12}$	1 piece
	$\frac{3}{12}$	2 pieces		$\frac{10}{12}$	1 piece
	$\frac{4}{12}$	1 piece		$\frac{11}{12}$	1 piece
	$\frac{5}{12}$	1 piece			
	$\frac{6}{12}$	1 piece			
	$\frac{7}{12}$	1 piece			

## Game



How to play:

- 1 Player 1 takes a circle piece from the bag and puts it on the table.



- 2 Player 2 takes another circle piece and joins this to the first piece on the table. If it makes more than a whole, put the second piece back into the bag.



- 3 Take turns to take a circle piece from the bag.

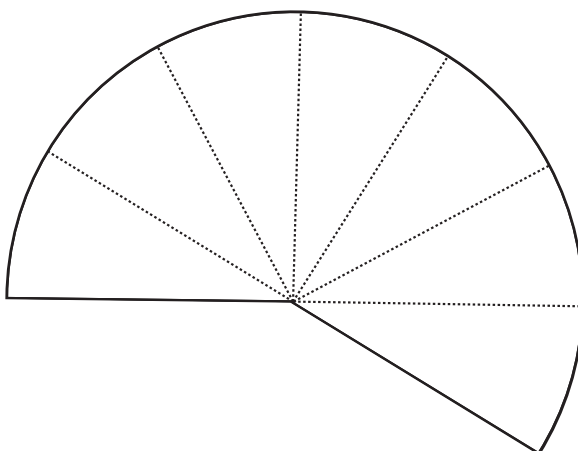
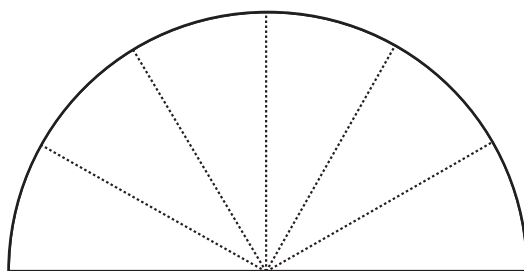
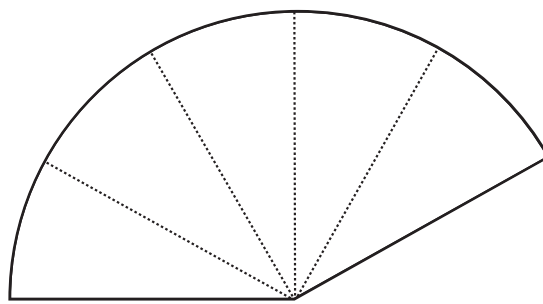
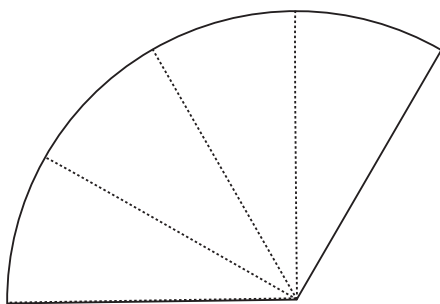
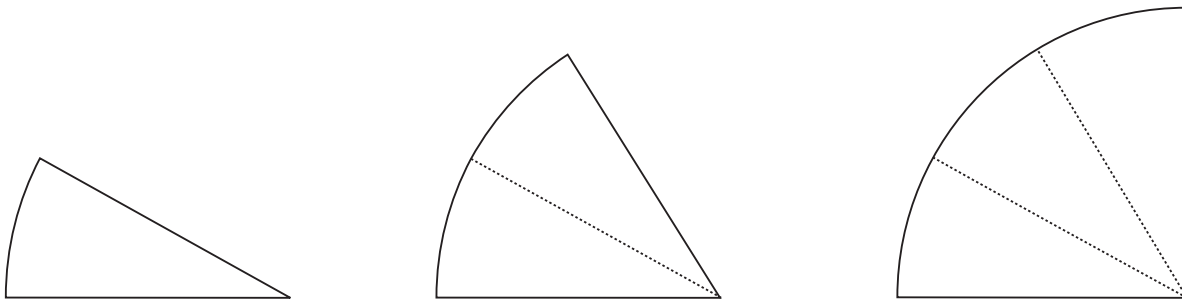


The first player to complete the circle wins!

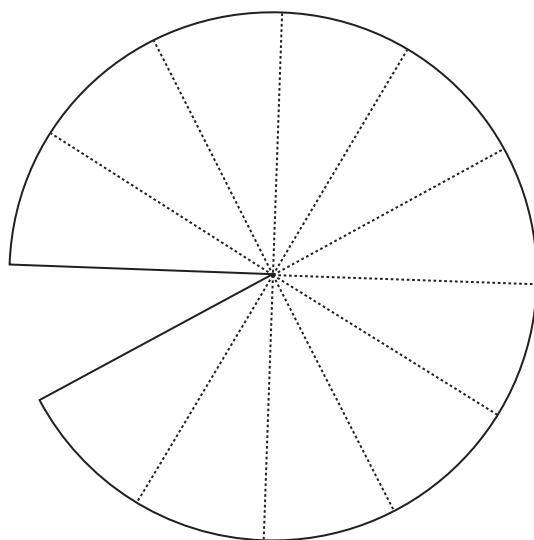
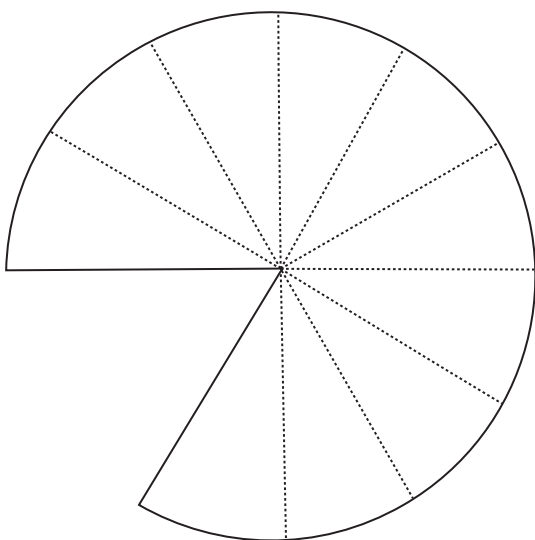
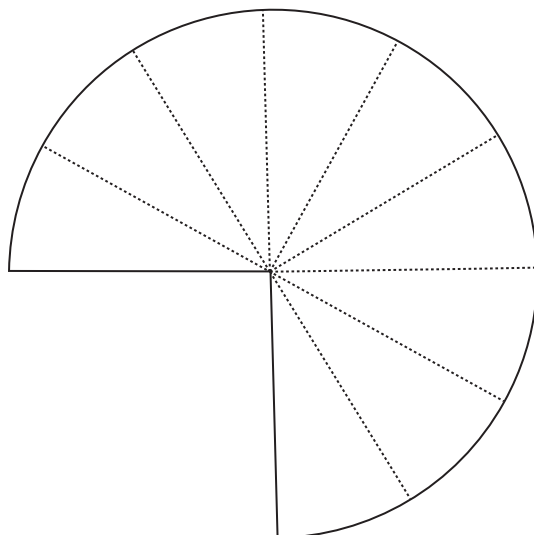
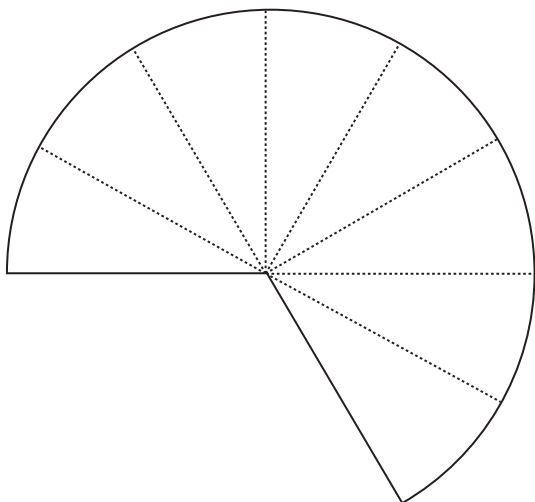


Practice Book 2C, p.53

# Fix and win. Fractions



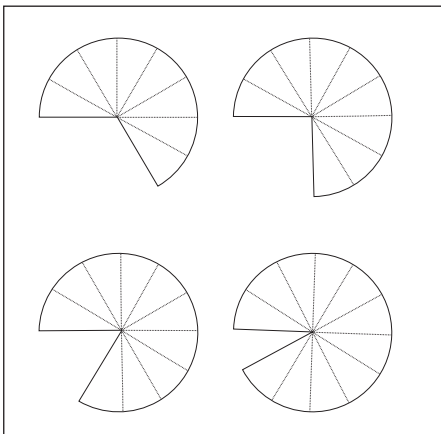
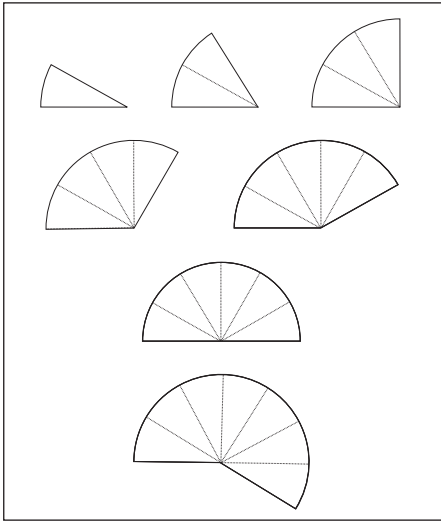
# Fix and win. Fractions



# Fix and win. Fractions

## What you will need

You will need to cut out all the pieces from the templates provided.



You will also need a bag or an envelope to put the pieces in.

## How to play

This game is for two players. Children will be making whole circles from fractions of circles. They will be working with parts and wholes, and looking at which parts make a whole and which parts do not. Children will start to think about adding fractions.

The players will take turns to take circle pieces from the bag and will try to make a whole circle. If the piece taken from the bag does not complete the whole circle put it back into the bag.