

ACE Maths

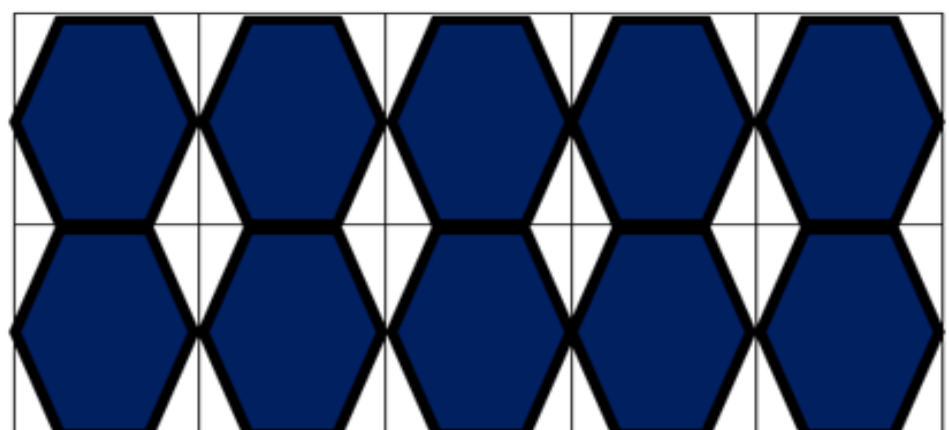
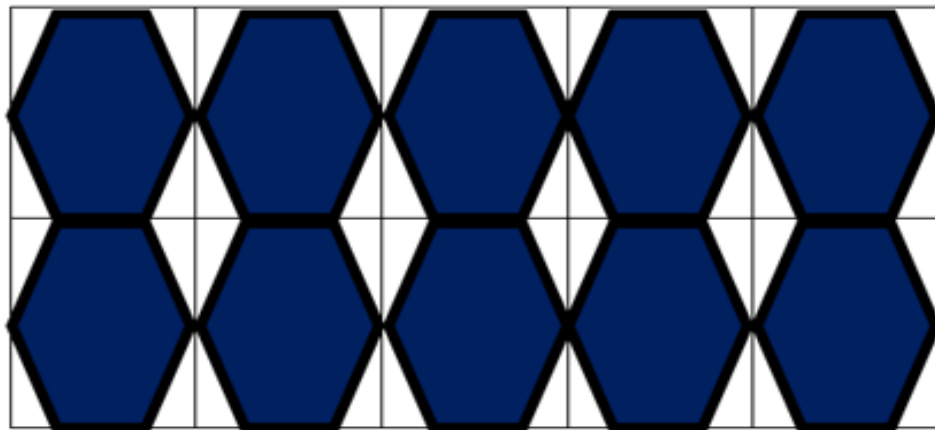


Games & Activities for
Teaching **Times Tables**

Throw 10 (Up to 4 players)

1	2	3
4	5	6
8	9	10
12	15	16
18	20	24
25	30	36

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25	30	36



Each player has one of the playing boards. At the start of the game, each player covers ten of the numbers on the grid with counters. Players take turns to throw two dice. They multiply the numbers on the dice to find their product (e.g. $3 \times 4 = 12$). If the number thrown is a number that they covered, they move the counter to a hexagon on the grid below. The first to move all of their counters to the hexagon grid wins!

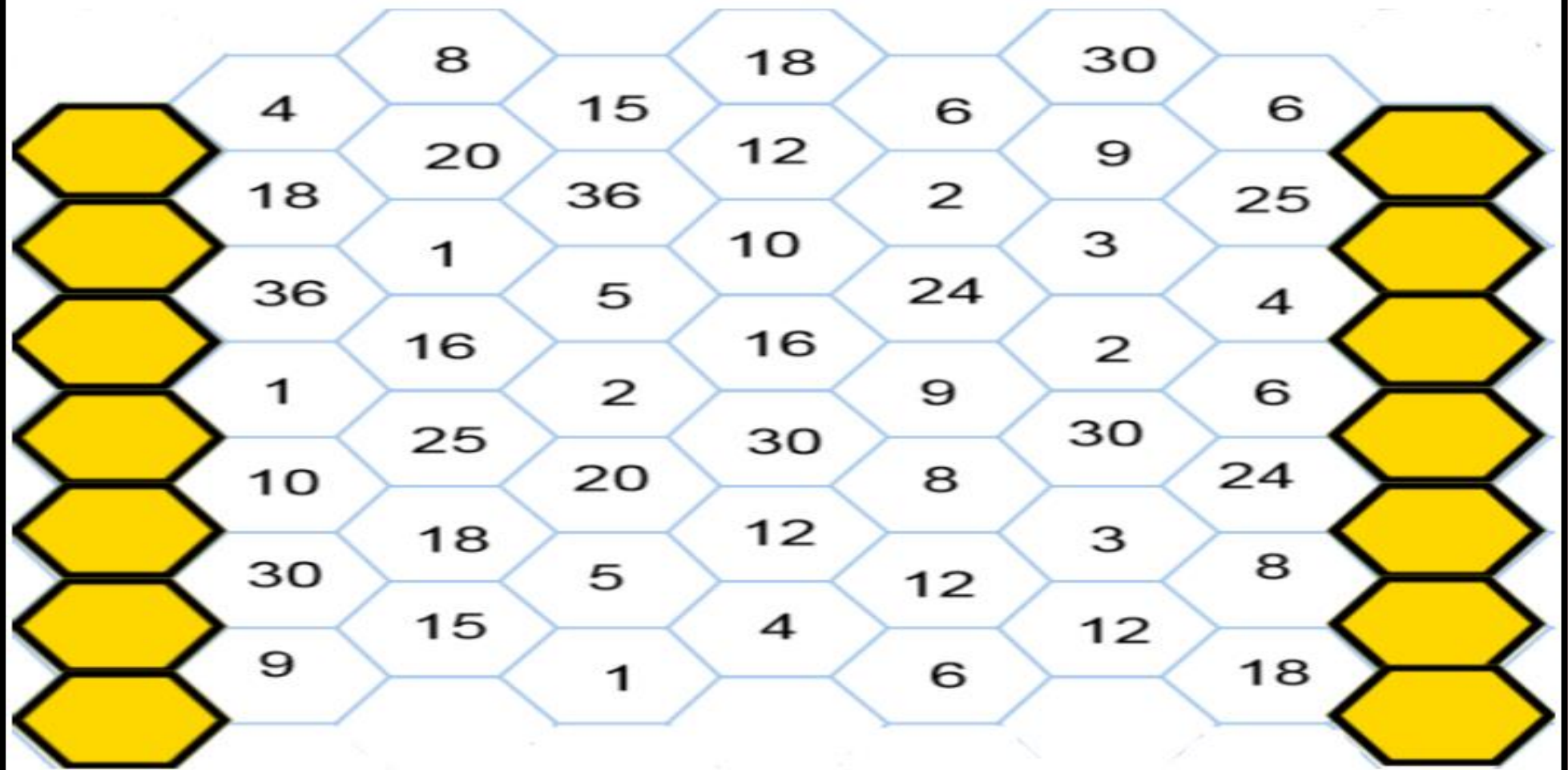
SPLAT (Up to 2 players)

1	2	3	4	5	6
7	8	9	10	12	14
15	16	18	20	21	24
25	27	28	30	32	35
36	40	42	45	48	49
54	56	63	64	72	81

1	2	3	4	5	6	7	8	9
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Player 1 puts a counter on one of the numbers in the 1 - 9 number line. Player 2 then places their counter on a number on the same 1 - 9 number line (it can be a different number from Player 1's or the same). Player 2 then multiplies the two numbers together to find their product (e.g. $3 \times 4 = 12$) and places a counter on that product in the larger number grid above. Player 1 then moves their counter on the 1- 9 number track and multiplies the two new numbers together. They then place a counter on that number on the larger number grid. The winner is the first to make a row of four counters - horizontally, vertically or diagonally. Like Noughts and Crosses, they have to balance making their own four with stopping their opponent from getting four in a row. They have to think carefully where to move their counter on the number track in order to get the products that they need.

Gold Run (Up to 2 players)



Player 1 starts on the left of the board and Player 2 on the right. Each player tries to make an unbroken run from their side of the board to the other - Gold to Gold. They roll two dice and multiply them together. Using a counter, they cover a hexagon with that product on. This can be any hexagon on the board with that product on, giving them the opportunity to block the other player's way. The winner is the first player to make an unbroken run from one side to the other.

Tables Dash (Up to 4 players)

Smaller Numbers

Larger Numbers

Smaller Numbers

Larger Numbers

Smaller Numbers

Larger Numbers

Smaller Numbers

Larger Numbers

Each player uses a board containing 8 'dashes'.

Players take turns to throw two dice and multiply them together. They write the product on one of the dashes. Once placed, the numbers cannot be moved. The smaller numbers must go on the left of the larger ones (so the numbers are in order). The first to fill all of their dashes wins. This takes a bit of strategy!

Connect 4 (Up to 2 players)

60	14	27	16	50	32
25	28	80	21	42	54
49	90	24	63	36	72
64	18	56	100	15	77
30	55	81	20	33	110
66	121	108	99	120	12

Players roll two dice and **add** the numbers together. They then look for any **multiple** of that number on the board. If they find one, they cover it with a counter. The winner is the first with a row or column of four counters.

Variation:

Use one larger die and one 6 die, or use two larger dice.

Track (Up to 4 players)

Track games (Two players)

Players have one board between two. Before starting the game, they write times tables calculations in the centre grid. These could be a particular times tables they are practicing, or a mixture of all of them. The players then write the products (answers) to the questions in the outer track in random order. The players can also write numbers which are not products of the calculations in the middle to make the game more challenging.

They both start with their counters on the first, shaded square. They throw a die and move that number of spaces around the outside track. When they land on a square, they look in the centre grid for the tables calculation that fits the product. If they find the correct times tables calculation, they cover it with a counter.

The winner is the one with the most covered squares in the middle.

Top Tip:

Choose two different colours for the counters you use so it is easier to keep track of the scores!

Variations:

1. The winner can be the one who reaches a set number of covered squares first or the one with the most after a set period of play.
2. You could reverse the game by using the inside grid as the track (they move along each row and then down to the next) and when they land on a calculation they cover the product on the outside track until they are all / a set number are covered.

