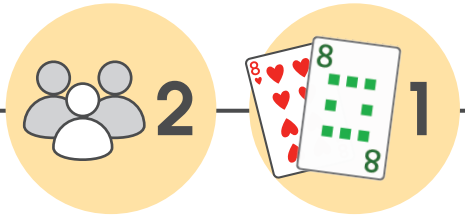
Add It Up

Years 3-4



Purpose

Children will practise addition.

Materials

- A pack of School Friendly playing cards or regular cards with the picture cards removed.

Organisation

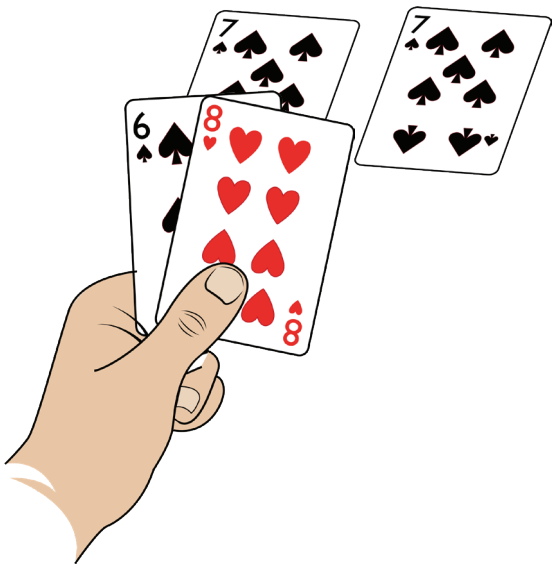
A game for two players.

Aim

To win the most cards.

Rules

- Place the deck face-down in between both players.
- Give each player 6 cards.
- Flip out two cards in between the two players.
- Players take turns;
  - If they can put down one or more cards that add up to the sum of the two cards on the table, they can claim all the cards for their score pile.
  - Otherwise, they pick up a card.
- Play until all cards are used or until no more moves can be made.
- The player with the most cards at the end of the game is the winner.



Number Board Navigation

Years 3-4

1 1

Purpose

Practise + - operations.

Materials

- A number board;
- Spinner Board (Number)

Organisation

A game for one player.

Aim

To get to a **shaded square**.

Rules

- Start at 1.
- Spin the 1-6 spinner or roll a die.
- Choose to add or subtract.
- Falling in a pit subtracts 10.

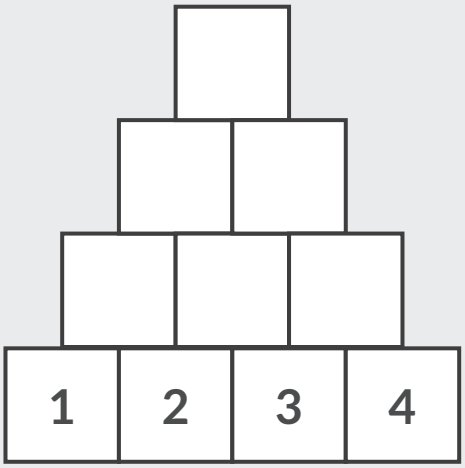
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120

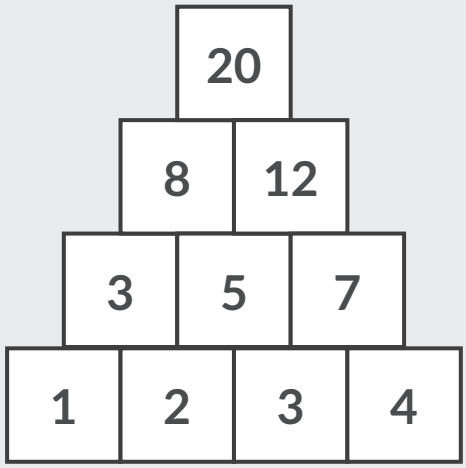
Pyramid Numbers

Years 3-4

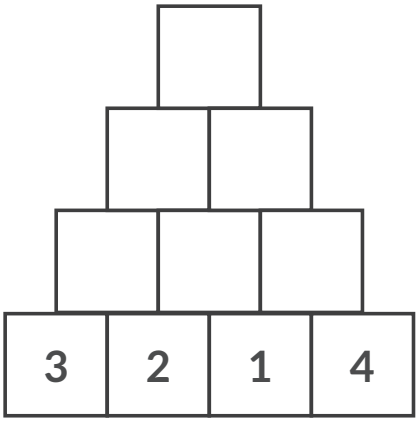
1

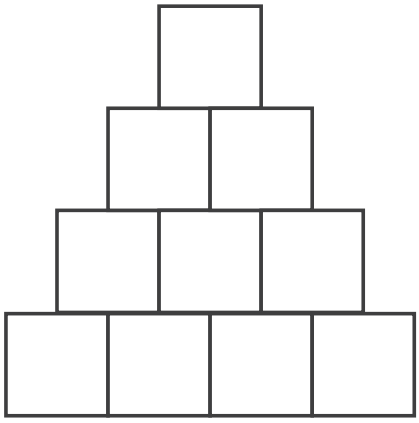
- Choose four numbers to write in the bottom layer of the pyramid.
- Each new layer is formed by adding the numbers on the two lower bricks.

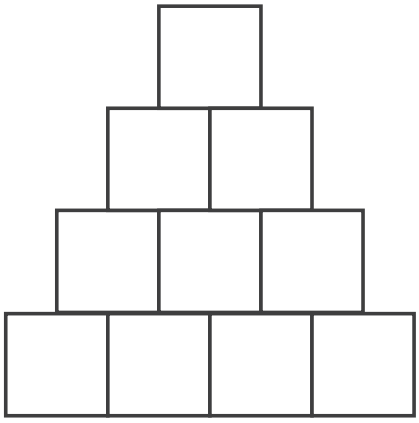




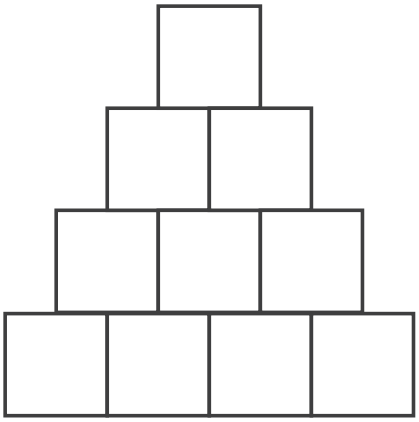
- What happens when you use the same four starting numbers but place them in a different order?

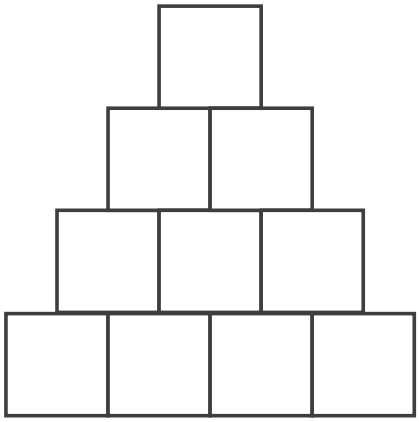


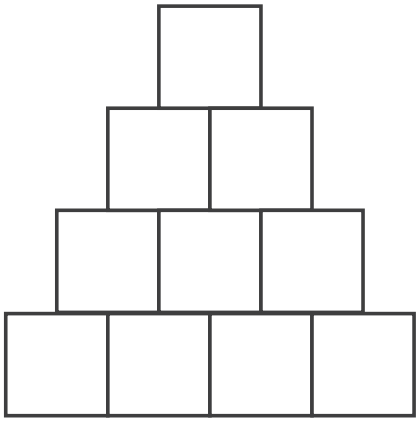




- Try using four other consecutive numbers, e.g. 7, 8, 9 and 10.



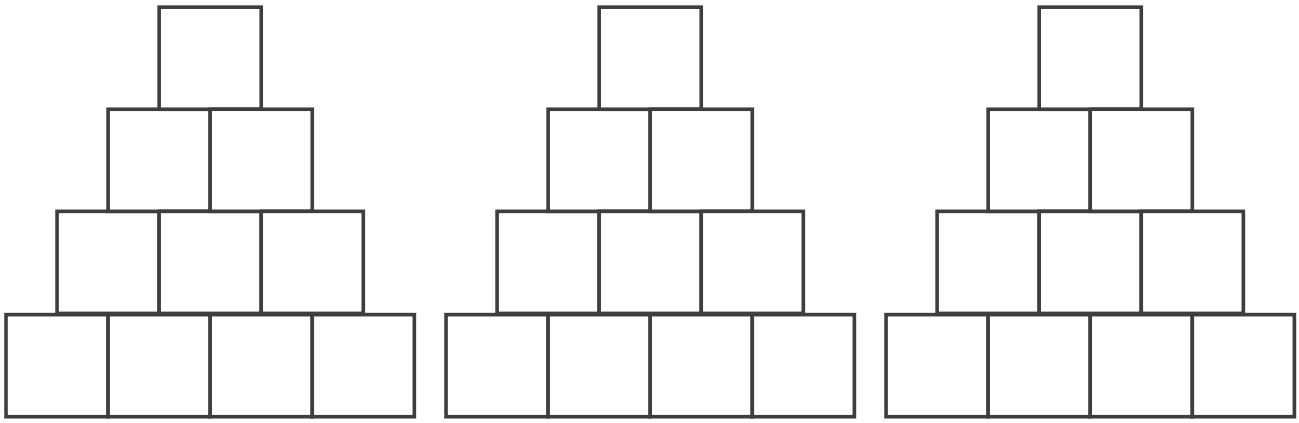




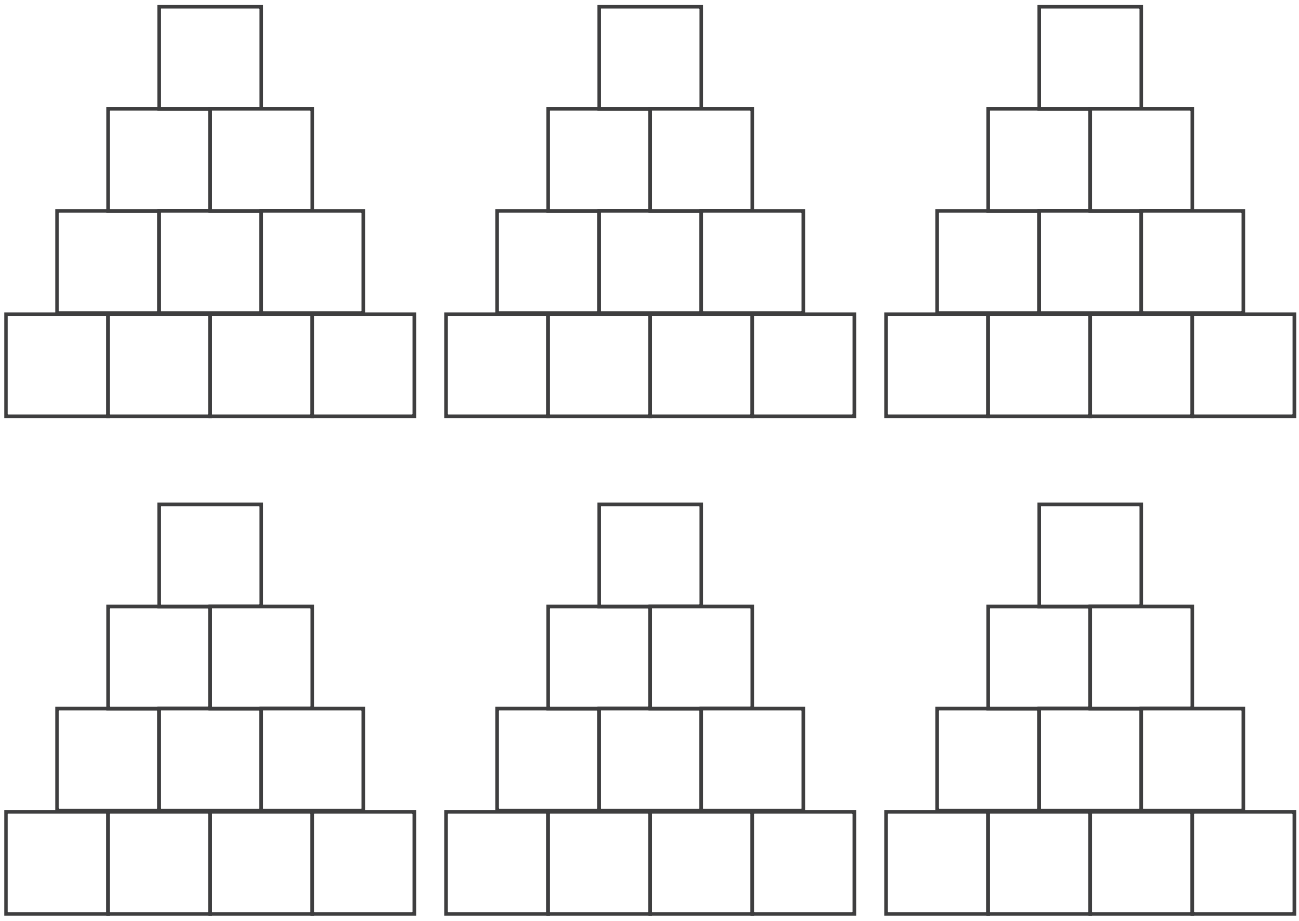
Pyramid Numbers Continued

Years 3-4

- What happens if the four numbers are the same?

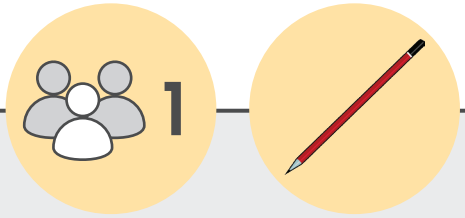


- What happens if the four numbers are even/odd?

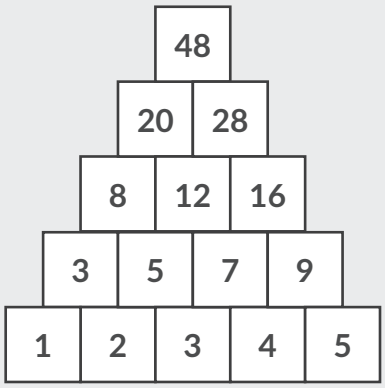


Pyramid Numbers II

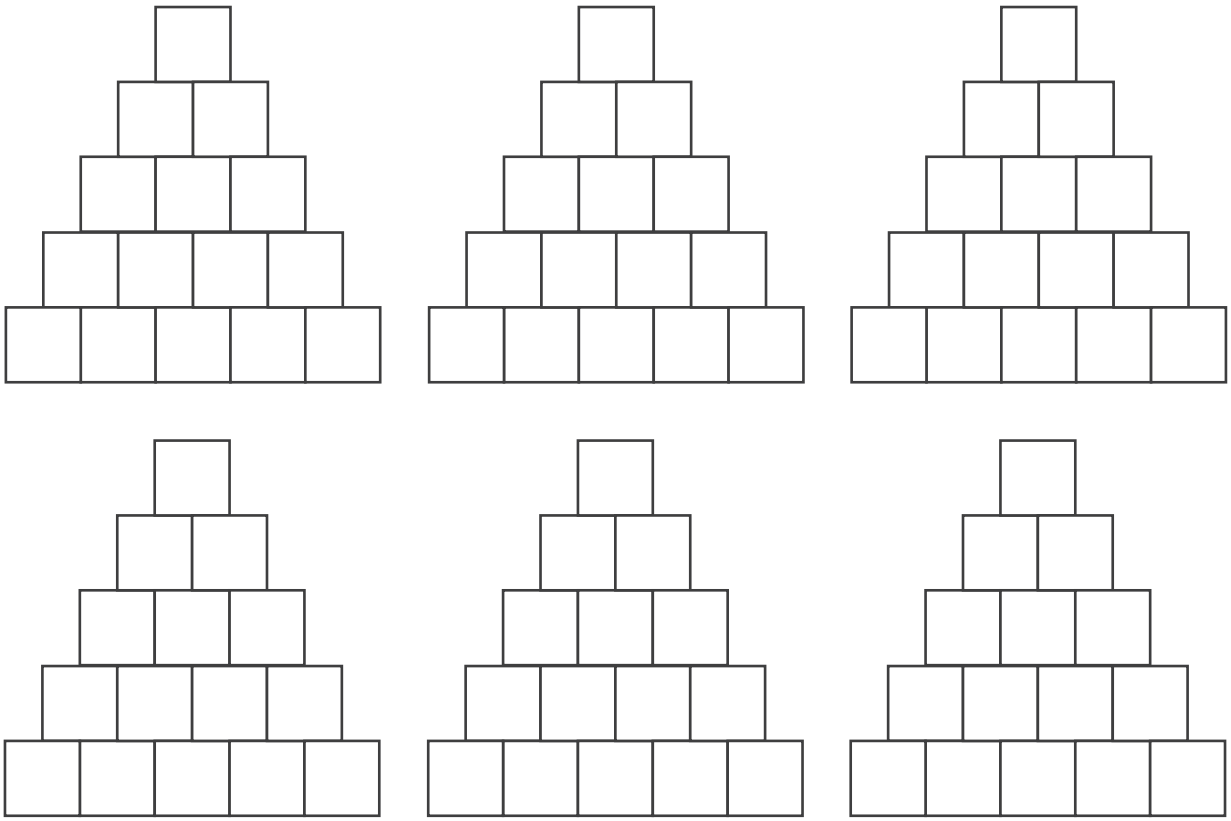
Years 3-4



- A pyramid is formed by adding the numbers in the previous layer to form each new layer.
- In this five layer pyramid the total is 48.



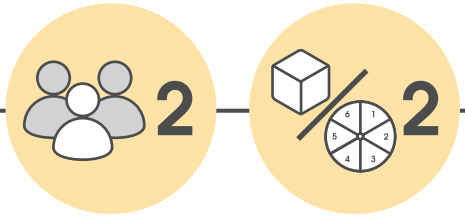
- Try rearranging the numbers in the bottom row of the pyramid to create the largest possible number at the top.



- What do you notice about the number that goes in the middle row of the pyramid?

Avoiding Seven

Year 4



Purpose

To add single-digit and two-digit numbers. To explore probability, the chance of rolling a sum of seven with two dice.

Materials

- 2 × **six-sided dice** or the **1-6 spinner**,
- Pencil and paper.

Organisation

A game for two or more players.

Aim

To be the first player to reach 100 points.

Rules

- Players one rolls the two dice, keeping a running total as they go. Player one keeps rolling and adding to their score. At any time the player may 'rest' keeping their accumulated score for that round. If however, the player rolls a seven all the accumulated points for that round are lost.
- Player two then keeps rolling until a seven comes up or they decide to rest.
- The first player to reach 100 points is the winner.