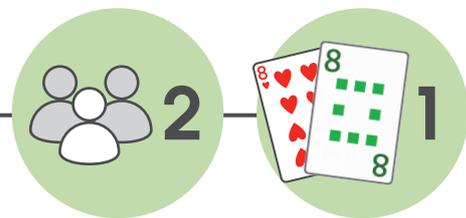


In Between

Years F-2



Purpose

Children will learn what number or numbers are between two numbers.

Materials

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

Organisation

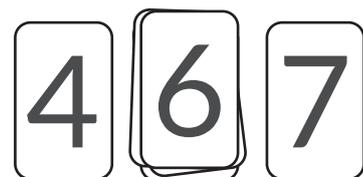
A game for two players.

Aim

To win the most cards.

Rules

- Place the deck face-down in between both players.
- Flip out two cards. If they are the same, put them at the bottom of the deck and try again.
- Players take turns throwing down cards into the middle between the two cards.
- When a number in between the two cards is put down, both players attempt to 'snap' the cards. Whoever snaps first picks up all of the cards and puts them in their score pile.
- Play until all cards are used.
- The player with the most cards at the end of the game is the winner.

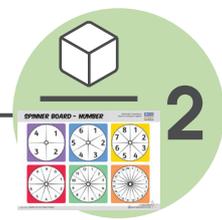
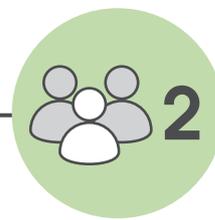


Variations

The dealer turns over two cards and then turns over two more cards. The total for each pair of cards is calculated and the players have to find a pair of cards from their hand that add to a total between each pair of cards.

Mary's Game

Year 2



Purpose

Fluency with addition and subtraction using numbers 1 - 6.

Materials

- 2 six-sided dice or Spinner Board (Blue spinner).
- (Optional) School Friendly Cards, where the cards are turned face down once completed.

Organisation

A game for two players.

Aim

To cover the most numbers by 10 turns.

Rules

- Players take it in turns to throw the 2 dice (or use the spinner board twice). Players use addition or subtraction to make a number from 0 to 12.
If the values shown on the dice are 4 and 2, the player may shade 6 ($4 + 2$) or 2 ($4 - 2$).
- The player with the most numbers covered after 10 turns each is the winner.

Player 1

0	1	2	3	4	5	6
7	8	9	10	11	12	

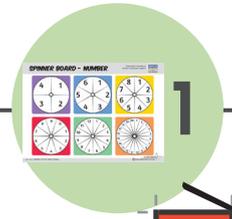
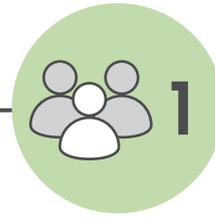
Player 2

0	1	2	3	4	5	6
7	8	9	10	11	12	



Race to Twenty

Year 2



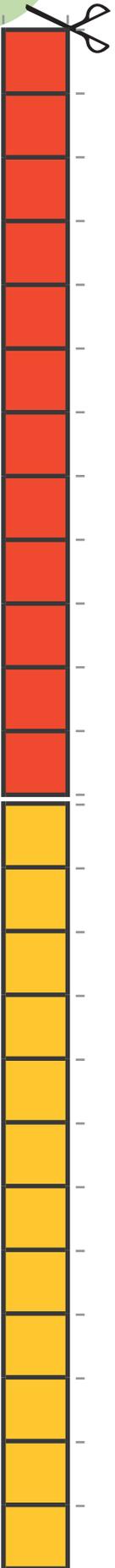
Rules: Players take turns to flick the spinner and place that many counters, all the same colour (eg red), on their board. On the next turn counters of a different colour (eg yellow) are placed on to the board.

Materials: A game board & 20 two-colour counters per player.
Aim: To be the first player to reach 20.

RACE TO TWENTY

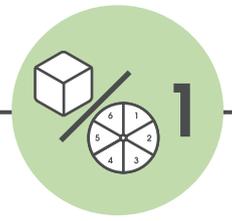
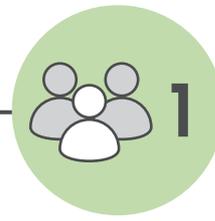


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Continue Rolling

Years 1-3



Purpose

To use tally marks to record results.

Materials

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

Organisation

An activity for one person.

Aim

To determine how many times do you need to roll a dice before all of the numbers turn up at least once.

Procedure

- Roll the die.
- Record your results in the table below.
- Continue rolling until all numbers 1-6 have been rolled at least once.
- Complete at least three rounds.

Results

	Number Rolled						Total rolls until all numbers had been rolled at least once.
	1	2	3	4	5	6	
Round 1							
Round 2							
Round 3							

Questions

What was the least/most number of rolls. _____

What was the mean (average) number of rolls? _____

Variations

- Try again with a **ten-sided die** or the **1-6 spinner**.

