

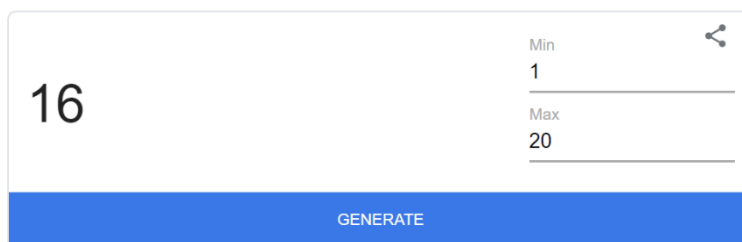
Maths Game

Race to the Finish

A game for 1 or more players

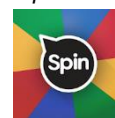
You will need:

- A 20 sided dice or a random number generator. If you search [Random Number Generator](#) on Google, it brings up the following where you can enter the minimum and maximum values



A screenshot of a random number generator interface. On the left, the number '16' is displayed in a large font. On the right, there are two input fields: 'Min' with the value '1' and 'Max' with the value '20'. Below these fields is a blue button labeled 'GENERATE'.

- A spinner. You could:
 - use the template below or create your own with card and a paperclip and pencil
 - create one using the website <https://wheelofnames.com/>
 - create one using the Spin the Wheel app for Android or Apple
- 0-100 labelled number square or number line (see below)
- Sheet of paper per person



Instructions

Each player uses the random number generator to choose their starting number between 1 and 20 and writes this at the top of their piece of paper.

Each player then spins the spinner to select their step size for their sequence.

They then create the sequence that starts with their starting number and increases by the step size each time.

The winner is the quickest person to write the first ten numbers in their sequence.

Check your opponent's sheet to make sure their counting is correct!

If you are playing on your own, challenge yourself to see how many numbers you can write in 30 seconds or 1 minute!

Game Options

- Write a longer sequence - the winner is the first person to go past 100 in their sequence.
- Beat the clock – the winner is person who writes the most numbers in their sequence in 30 seconds/1 minute.
- Take it away - play with subtraction sequences by choosing a starting number between 50 and 100.

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Information for Parents/Carers

Try to encourage your child to calculate mentally during their turn, but they may make jottings or marks on the paper to help them. Some children might like to use the 100 square or number line to help them calculate the answer.

For younger children, such as those in Reception or Year One, they might like to have equipment, such as Lego bricks, coins or sweets to help them count on the step number.

As a guide to the numbers to work with for your child:

Reception: Step sizes of 1 or 2; starting number up to 10.

Year One: Step sizes of 2, 5 or 10; starting number up to 20.

Year Two: Step sizes of 2, 3, 5 or 10; starting number up to 30.

Year Three: Step sizes of 2, 3, 4, 5, or 10; starting number up to 40.

Year Four: Step sizes of any number up to 10; starting number up to 50.

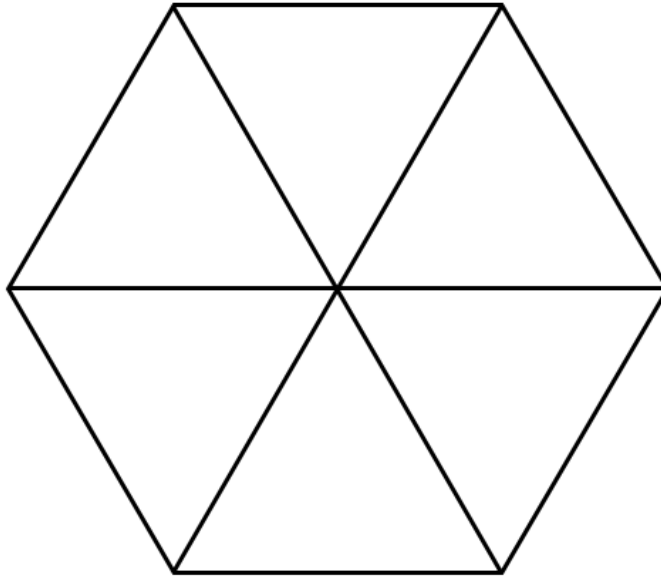
Year Five: Step sizes of any number up to 10 or decimals with one decimal place (i.e. 0.1, 0.2, 0.3 etc); starting number up to 100.

Year Six: Step sizes of any number up to 20 decimals to two decimal places (i.e. 0.1, 0.2, 0.3 etc or 0.01, 0.02, 0.03 etc); starting number up to 100.

To see this game in action, you can watch it on the LPDS YouTube channel here:

<https://www.youtube.com/watch?v=soYpC80RgfE>

Maths Game



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