Maths Games
Prompt Cards

twinkl

Fizz Buzz

Children sit in a circle and count from 1. Choose fizz for multiples of a number, say 3, and buzz for multiples of a number, say 5. Each time a multiple of 3 or 5 is reached, the children must say fizz or buzz. If the number is a multiple of both, say fizzbuzz.

e.g. one, two, fizz, four, buzz, fizz, seven, eight, fizz, buzz, eleven, fizz, thirteen, fourteen, fizzbuzz.

Try other multiples or add another multiple with woof. Children say fizz, buzz or woof when a number contains a specific digit rather than a multiple.
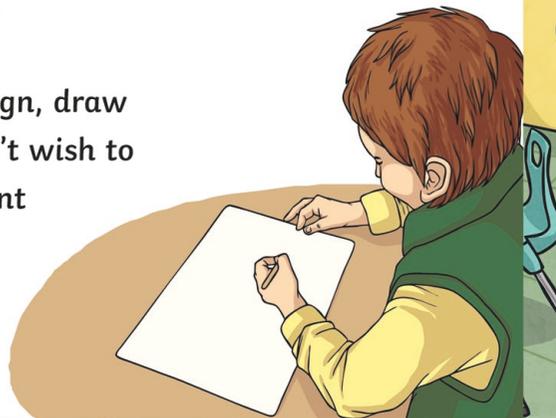

Maths Hangman

Instead of a word, create a calculation:
e.g. 34 + 89 = 123

For every incorrect digit or sign, draw an agreed picture. If you don't wish to use a hangman, use a different drawing, like parts of a beetle or other animal.
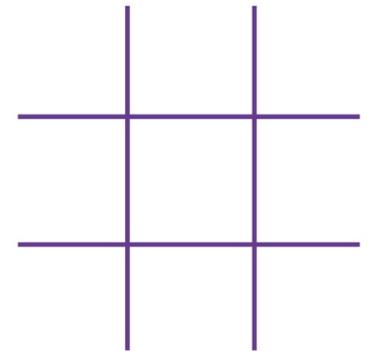

Odds and Evens

Draw a noughts and crosses grid. One player/team has odd numbers, one has even numbers. The aim is to complete a row or column with a total of 15.

Try other totals.

Use tens instead of ones with a total of 150 etc.

What is My Number?

One child chooses a number between 0 and 100. Children ask questions to establish what the number is. Questions must have a yes or no answer.

Is your number less than 50?
Is your number even?
Is your number prime?

You may need to limit more than or less than questions.

Try larger numbers.

Higher or Lower?

One child chooses a number between 0 and 100. Children guess a number and the first child says if theirs is higher or lower. Take turns to guess until the number is guessed.

Try larger numbers, decimal numbers or fractions.

It may help to sometimes write the range on a board as it progresses on an imaginary number line.

Simon Says "Geometry!"

Play this traditional game, but have the children illustrate geometrical terms with their bodies.

Use terms like: parallel, perpendicular, acute, obtuse, reflex, triangle, quadrilateral, right angle.

Single Digit

Children roll a die and take it in turns to add the number rolled to the running total.

Try:
starting at 100 and subtracting the number;
using a random number generator or a spinner.

Children have to give the next answer before the dice is rolled again.

Match It

Children sit in a circle so that they can all see each other. Each child needs a small whiteboard and pen. They write a calculation on their board in which the answer is between 0 and 30. They all show their calculation and look for someone else who has the same answer. The first pair to match are the winners.

Try a different range of answers.

Limit calculations to subtraction.

16-6

8+2