

Year 3 Counting Maths Mastery Counting Pelmanism Game

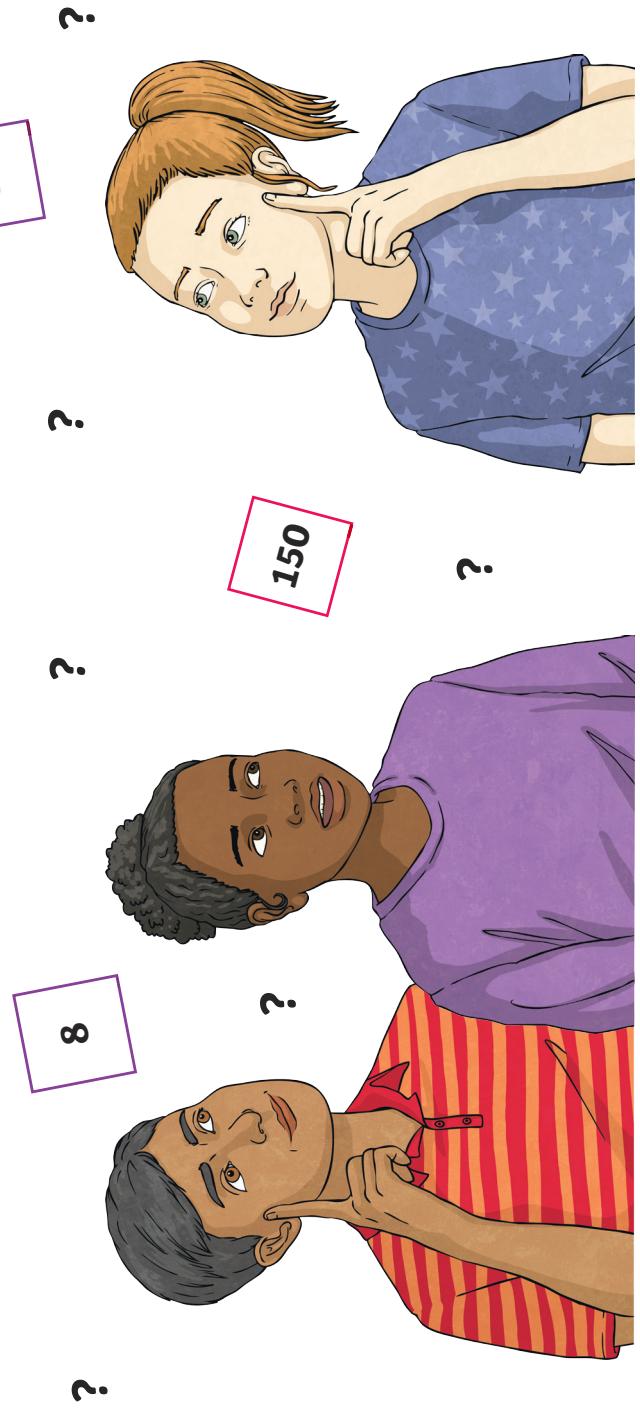
A game for 2-3 players.

You will need either:

- multiples of 4 and 8 digit cards to 80
- multiple of 50 and 100 digit cards to 1000

Instructions:

1. Place all of your cards face down – either in a random pattern or a more organised grid.
2. The first player turns over 2 cards in their places and checks to see if they make a sequence in fours or eights, or in 50s or 100s (depending on the digit cards chosen).
3. If the cards are in a sequence, the player wins these cards. For example, if 16 and 20 are chosen, they are both multiples of 4 that would come after one another in the four times table. Therefore, these would be in a sequence. Next, the player can pick another card to add to their sequence. If they pick another number that fits into their sequence, they win that card and get to pick again. For example, if the player picked 24, and they already had 16 and 20, they could add this to the sequence. This continues until the sequence is broken.
4. If the numbers do not continue the sequence, place the cards back where they were and the next player takes their turn.
5. The game continues until all of the cards are used or there are no sequences left.
6. The winner is the player who has won the most cards at the end of the game. The next player starts the next round.



4

8

12

16

20

24

28

32

36

40

44

48

52

56

60

64

68

72

76

80

50

100

150

200

250

300

350

400

450

500

550

600

650

700

750

800

850

900

950

1000