

What skill is practised?	Card Games to play
Counting up to 10	<p><b>Card Building:</b> Each player flips a card. They then use counters to build that number on a ten frame.</p> <p><b>Card Flip:</b> Each player flips a card. They then count up to that number, or down from that number.</p>
Recognising numerals up to 10	<p><b>Go Fish</b> or <b>Uno</b> both develop number recognition skills.</p> <p><b>War:</b> Both players turn over a card. They identify the number on the card. Whoever has the larger number 'wins' the battle and keeps both cards.</p>
Recognising numbers beyond 10	<p><b>War:</b> Both players turn over 2 cards each. They use these cards to build a 2-digit number. Whoever has the largest number wins. This can be played with 3 or 4 cards to build 3- or 4-digit numbers.</p>
Addition strategies: counting 2 collections of objects	<p><b>War:</b> Flip 2 cards over. Carefully touch the symbols on both the cards while counting to find the total.</p> <p><b>Salute:</b> Player one picks up a card and holds it to their forehead without looking. The second player represents the number on their fingers. The first player guesses what number is on their head.</p>
Addition strategies: adding together collections that may be hidden, and using fingers to represent hidden items	<p><b>War:</b> Flip 2 cards over. Then turn one card upside down. The players must try and find the total, representing the hidden number using their fingers.</p> <p><b>Salute:</b> Player one picks up a card and holds it to their forehead without looking. The second player gives a clue by saying the number before or after. Player one must guess the card they are holding up.</p>
Addition strategies: using counting on and back to solve addition problems	<p><b>Race to 30:</b> Each player turns over a card from the deck. They then start counting from that number, racing to get to 30 (or any target number). This can also be played by turning over 2 cards and then counting on to 100.</p> <p><b>Salute:</b> Players 1 and 2 pick up a card and hold it to their forehead. They can see the other player's card, but not their own. A third player calls out the total of Player 1 and 2's cards. Player 1 and 2 must find out their own card by counting on or back.</p>
Addition strategies: using mental strategies to solve addition problems	<p><b>War:</b> Turn over 3 or 4 cards. Both players race to find the total of the 4 cards. They must explain the strategies they used to add the cards.</p> <p><b>Race to 100:</b> The aim is to get as close to 100 as possible without going over. Players take turns drawing a card. Cards can represent tens or ones, e.g. 3 can also represent 30. The player chooses whether the card represents tens or ones. Each new card is added to the total. Players take turns adding, making choices about tens or ones to avoid going over 100.</p>

What skill is practised?	Dice Games to play																								
Counting up to 10	<p><b>Collect 10:</b> Each player has a regular dot dice. Players will also need a collection of counters. The players roll the dice and the player with the higher number scores a counter. The first player to collect 10 counters wins.</p> <p><b>Ten Frame Fill:</b> Each player rolls a regular dot dice. They must place that many counters onto their ten frame. First player to fill their ten frame wins. Players must roll the exact amount to fill their frame.</p>																								
Recognising numerals up to 10	<p><b>As above</b> but play with a numeral dice.</p> <p><b>Cross Out:</b> Both players write the numbers 1-6 on a piece of paper. They take turns to roll a regular dice, then cross out the number they rolled on their piece of paper. First player to cross out all the numbers is the winner.</p>																								
Recognising numbers beyond 10	<p><b>War:</b> Both players roll 2 numeral dice. They use the numbers rolled to build a 2-digit number. Whoever has the largest number wins. This can be played with 3 or 4 dice to build 3- or 4-digit numbers.</p>																								
Addition strategies: counting 2 collections of objects	<p><b>Cross Out:</b> Both players write the numbers 2-12 on a piece of paper. They take turns to roll 2 regular dice, add both numbers rolled by carefully counting the dots, then cross out the number they rolled on their piece of paper. First player to cross out all the numbers is the winner.</p> <p><b>Clear the Board:</b> Write the numbers 2-12 onto squares of paper, one set of numerals per player. Players take turns to roll 2 regular dice, add both numbers rolled by carefully counting the dots, then 'steal' the number the number they rolled from the other player. The first player to 'steal' all their opponent's pieces is the winner.</p>																								
Addition strategies: adding together collections that may be hidden, and using fingers to represent hidden items	<p><b>Cross Out</b> and <b>Clear the Board</b> as above, however, instead of 2 dot dice, use one dot dice and one numeral dice, and practise using fingers to represent the number on the numeral dice when adding.</p>																								
Addition strategies: using counting on and back to solve addition problems	<p><b>Make 24:</b> The players throw the dice individually, listing the numbers thrown in columns as follows:</p> <table border="1" data-bbox="523 1503 1015 1653"> <thead> <tr> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>2</td> <td></td> <td>4</td> <td></td> <td>6</td> </tr> <tr> <td></td> <td>2</td> <td></td> <td>4</td> <td></td> <td></td> </tr> <tr> <td></td> <td>2</td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>The players have to keep a running total of each column and stop when one column reaches exactly 24. Discuss findings: what column reaches 24 first? Is there a column that will never reach 24?</p>	1	2	3	4	5	6	1	2		4		6		2		4				2				
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Addition strategies: using mental strategies to solve addition problems	<p><b>Double, Half or Stay:</b> Use 2 different coloured dice. One will represent tens, the other ones. Chose a target number (e.g. 100). Roll the dice to form a 2-digit number. The player then makes a decision to produce a number as close as possible to the target number by either doubling or halving their roll, or keeping it as is.</p> <p><b>Take 100:</b> Players begin with 100 points. Players take turns to roll the dice and subtract the number from their points. The first player to reach 0 wins.</p>																								

