Key Stage 1 Maths Games

Please find resources for each game at the end of the document. All resources can be made using paper and a pen if you do not have access to a printer.

Bucket Maths: Place Value

What you need:

- 2 Buckets
- Labels
- Objects to throw e.g. ball, beanbags.

Label the buckets 10 and 1

Players are given objects to try and throw into the buckets.

The player with the highest value wins. E.g. 2 in the 10s bucket and 1 in the 1s bucket would be a value of 21.

Challenge player to beat their score.

10 Frame Game

What you need:

- Ten frame template
- Spinner template
- Dice
- Counters (you can make these using paper)

Players begin with empty ten frames.

They spin the spinner to decide whether to add or subtract.

Then they roll the dice to decide what number to add or subtract.

First player to 10 wins.

Alternatively players can start at 5 and the first player to 0 or 10 wins.

You can adjust the challenge of this game by using 2 ten frames and working between 0 and 20.

Bingo

What you need:

- Bingo Grid
- Counters
- 2 Dice

Players each have a bingo grid.

They take turns to roll dice.

They then use their counters to cover either the total they rolled or numbers that can be added together to make the total they rolled.

Can play for a line and a full house.

Around the Track

What you need:

- Track template
- Dice
- Counters

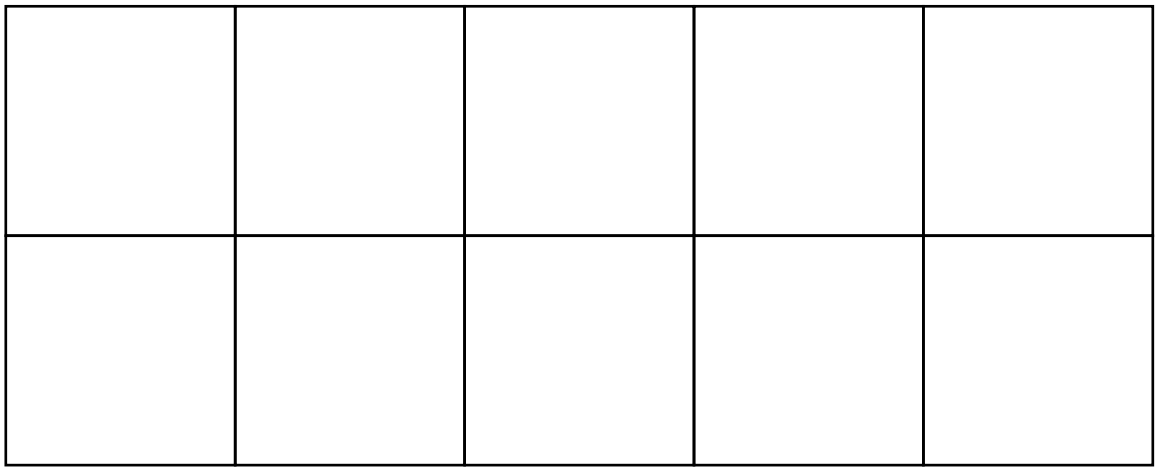
Players place a counter anywhere on the track to begin.

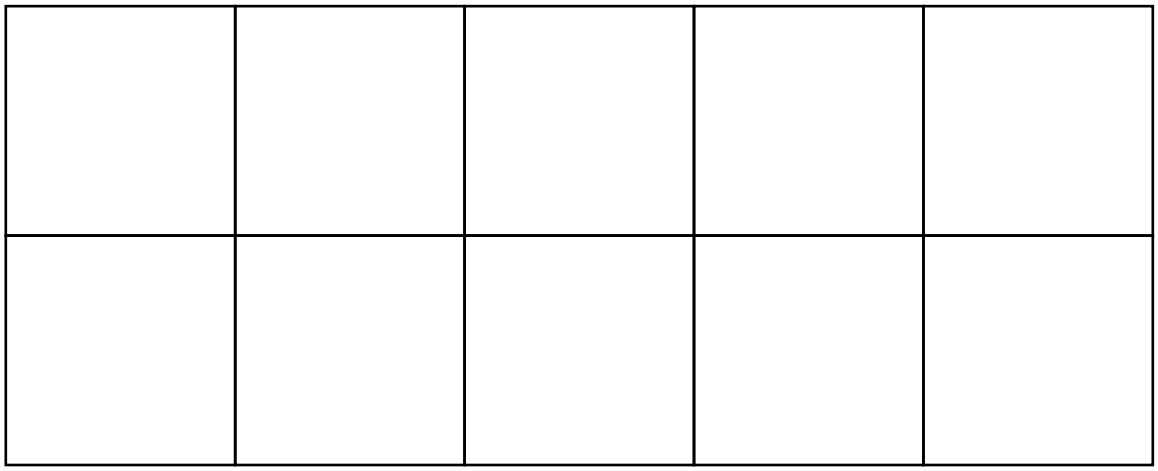
Players take turns to roll dice in order to move around the track.

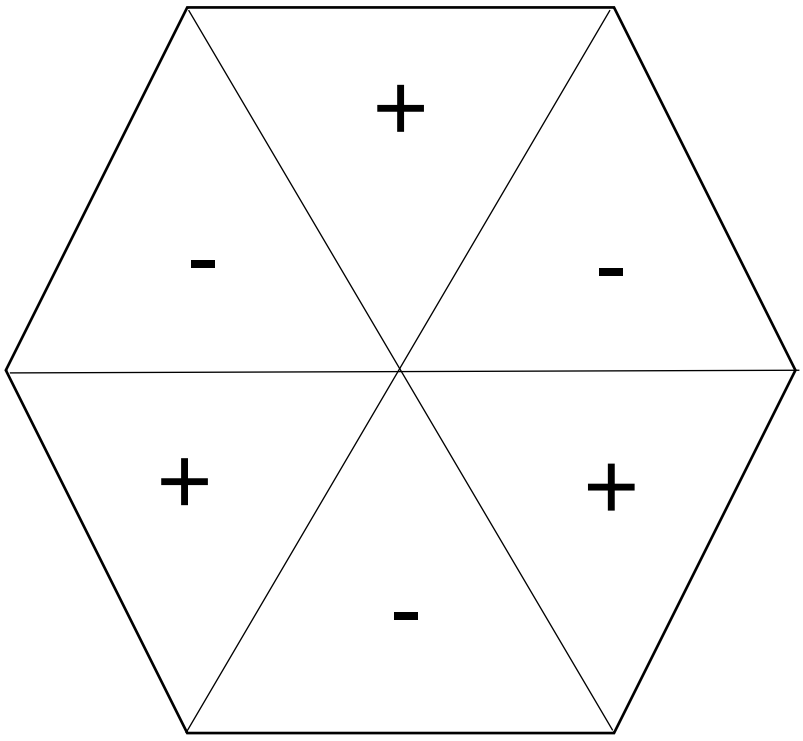
Players put a counter on the board on the number they have to add to the number they have landed on on the track in order to make 5. *E.g. if a player lands on 3 on the track they would put their counter on the number 2 on the board.*

The first player to get 3 counters in a row on the board wins.

10 Frame Game Resources







Bingo Resources

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

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