THIRD SPACE LEARNING

Ultimate Times Tables

Partner games and activities

Year 6

Ultimate Skirmish

Aim: Multiply the values of two cards together first.

Resources:

- Playing cards

Instructions:

1. Take a pack of cards (without the joker). The Ace is worth 50, the Jack is worth 60, a Queen is worth 70 and a King is worth 80.
2. Shuffle your cards and deal them equally between you.
3. Count down from three to one. On one, both of you turn over your top card.
4. Race to be the first person to multiply the numbers on both cards together. When you have the answer, say it out loud and put your hand on the card.
5. The first person to give the correct answer and touch the card first, wins the card. If you are first but say the wrong answer, your partner wins the card.

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Maths, Paper, Scissors (reloaded)

Aim: Play a maths version of rock, paper, scissors.

Resources:

- None

Instructions:

1. Make both hands into fists and say, “Maths, paper, scissors.”
2. When you say scissors, hold out between 2 and 10 fingers.
3. Multiply the number of fingers you hold up by 10.
4. Multiply the number of fingers your partner holds up by 10.
5. Multiply both of these numbers together.
6. The first person to say the correct calculation and answer wins a point.
7. The winner is the person to get the most points in a set number of minutes.

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Squares and Ladders

Aim: Reach 1 first.

Resources:

- Resource 1; a counter; a 6 sided die

Instructions:

1. You are going to play a maths version of snakes and ladders.
2. Start with your counters to the right of the '100' square.
3. Take it in turns to roll the die and move that number of spaces (counting down).
4. Look at the number you land on. If it is a square number, climb up two rows. If it is a prime number, slide down one row (if you're on the bottom row already, move back one space). To win, be the first person to reach 1.

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Remainder Race

Aim: Be the first to land on the finish square.

Resources:

- Resource 2; resource 3; a counter

Instructions:

1. Take it in turns to turn over a card and divide the number on the card by the number your counter is on.
2. When you have completed the calculation, move forward by the number of remainders in your answer.
3. The first person to land exactly on the finish square, wins.

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Decimal Duel

Aim: Be the first person to complete the calculation.

Resources:

- Resource 4; a 12 sided die

Instructions:

1. You will need a 12 sided die each and a set of the decimal cards.
2. Turn over a decimal card then roll the die.
3. Race to multiply the number on the die by the decimal on the card.
4. The first person to say the calculation (? x ? = ?) wins a point.
5. The first person to 25 points wins.

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Resource 1 100 Square

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

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Resource 2 Remainder Race Cards

42	38	18	13	72	100
67	43	38	89	67	82
76	34	54	37	72	63
22	27	26	17	19	22
38	89	67	82	72	63
22	27	27	34	54	37
36	17	22	19		

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Resource 3 Remainder Race Board



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Resource 4 Decimal Duel Cards

0.1	0.20
0.3	0.40
0.5	0.6
0.7	0.8

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0.90	1.1
1.2	0.11
0.12	0.01
$0.0\frac{1}{2}2$	0.03

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0.04	0.05
0.06	0.07
0.08	0.09
0.11	0.001

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