

## Games Ideas

### With a dice (0-9) and a coin

#### Target

Players start with 0. They take turns to throw the dice, choose to add or subtract the number. First to make exactly 10 wins.

#### Ten Times

Use a dice to generate a 3 digit number then flip a coin. Heads mean multiply by 10 and tails means multiply by 100. The first to say the product wins a point. The first to 10 wins the game.

### With a number line (0 to 1)

#### Line Up

Players take it in turns to throw the dice twice. The first throw is to represent the tens and second is to represent the units. Plot the two digit number on the number line. First to get 4 in a line without opponent's points in between wins.

#### 2 Place Decimal Plot

Players take it in turns to throw a dice to generate tenths and hundredths. They plot their number on the line. The first to plot 4 numbers without their opponent's number in between wins.

### With a hundred square, counters and dice

#### Complements

Players take it in turns to throw the dice to generate a two digit number. Cover the complement to 100. First to cover 3 in a line wins.

#### Twos and Fives

Players take it in turns to throw the dice and move up the board. If you land on a multiple of 2 or 5 they score a point. A multiple of both scores 2 points! The winner is the player with the most points when a player reaches 100.

### With something else...

#### Fishy, fishy fingers

2 children face each other and at the same time hold up some fingers. The first player to shout the total of the fingers shown scores a point. The first to 10 points wins. Doing this in a rhythm, as in 'paper, stone, scissors' whilst chanting 'fishy, fishy fingers' makes this great fun. Repeat where one player holds up 2, 5 or 10 fingers and the other can choose any number of fingers. The first player to shout the product of the numbers shown wins a point.