

Ideas for non-screen games to boost recall of number facts

Bingo with a mathematical twist:

What you need to play:

- Paper to write numbers down on

How to play times tables Bingo:

Step 1: In this mathematical version of the game, all players write down 5 numbers, which are multiples of a given times table. For example: if they were doing the 5 times table, they might write 10, 35, 45, 50 and 60.

Step 2: A third person can lead the game and call out multiplication questions from the chosen times table, or they can be written on cards, jumbled up in a pile for players to take turns picking and reading out.

Step 3: If the player has an answer to the question on their bingo board, they can cross it out. First person to cross out all their numbers is the winner.

This can be adapted for number bonds, for example, choose the total to make is 12. Each player writes 6 numbers down between 0-12. A number is called out and if a player has the number that added to that number totals 12 they cross it out on their board.

SALUTE:

This simple game is all about bringing together verbalisation and maths.

What you need to play:

- Two willing participants and a third player 'the leader'
- Cards numbered 1-10 (these can be made from a sheet of paper)

How to play:

Step 1: The game starts with the two players facing each other. Each person selects a numbered card and sticks it on their forehead, so the other player can see.

Step 2: The third person 'the leader' gives a statement, such as what the sum of the two numbers is, the difference between the two or the product of the two etc.....

Step 3: Each player has to work out what number is on their own card, based on what is written on the other person's head and the rule given.

The Yes/No Game (2 players)

What you need to play:

- A series of cards/pieces of paper

How to play:

Step 1: Both players put a card on their head. It could have a number on it, a shape etc....

Step 2: The first player asks a question which can only be answered with 'yes' or 'no'. E.g.

'Am I odd?' 'Am I under 20?' 'Do I have 4 sides?' etc.....

Step 3: They keep asking questions until they get the answer correct, or they run out of turns (you can set the number of turns they get at the beginning of the game). Then it is time for the other player to have a go.

Counting Catch

Playing catch with a ball (or racket sports or kicking a ball to each other) counting 1-1, or counting in 2s, 3s, 4s etc, or chanting times tables in order.

Dice Games

For example 'Shut the box'.

Each player writes down the numbers 1-12. Take it in turns to roll both dice and cross off numbers from 1-12. Can choose to cross off the total of the two dice or both the individual dice numbers. Can play until someone wins by crossing them all off, or alternatively, until you get a throw where you can no longer cross any numbers off, each player then totals up their uncrossed numbers and the lowest score wins.

Also - board games - everything from 'Snakes and Ladders' to 'Monopoly', card games - even 'snap' or 'pairs' played with a standard deck of cards helps with number recognition.