

# Primary Maths Games Evening

25 July 2019  
7pm ~ 8pm

Support Materials



## **Welcome**

We warmly welcome Primary School parents and children to enjoy the excitement of mathematics by joining us for an evening of Maths Games.

This interactive evening will take place in the Mifgash on Thursday 25 July from 7pm to 8pm and offers families the opportunity to experience a range of hands-on and enjoyable maths games from our Primary School classrooms.

Throughout the evening we will make connections to the Victorian Curriculum Mathematics including problem solving, strategic thinking and fluency. We will also discuss simple things you can do at home to foster your child's interest in maths.

## **Why play maths games?**

Maths games offer the opportunity to:

- Encourage strategic thinking and reasoning
- Support development of procedural fluency
- Are highly engaging and motivating
- Hold students accountable as they record their thinking
- Support home and school connections as they provide insights into classroom tasks

## **Questions to ask while playing Maths Games**

Pose the following questions when playing Maths Games to focus upon strategic thinking, conceptual understanding and procedural fluency.

- Which strategies did you use while playing the game?
- If you were to play the game a second time, what different strategies would you use?
- How could you tweak or modify the game to make it more challenging?

# THE FIFTY SEVEN GAME

## Materials

A 57 game grid, a copy of the 3 x 3 magic square, a counter

## The rules

Game for two players.

The first player places the counter on any square

That number counts as the starting total

The second player now moves the counter to a new square and adds the number to the total.

*When moved, the counter must not be placed on the same row or column as the previous number. So for example, if the first player puts the counter on '9', the second player cannot use 1, 5, 2, or 4. If the second player chose '7', then the total would be  $9 + 7 = 16$  and so on.*

## Aim

The game is won if a player reaches a score of exactly 57 or forces the opponent beyond that number.

6	7	2
1	5	9
8	3	4



# Product Pairs



## Materials

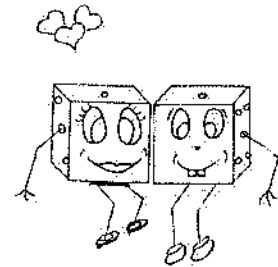
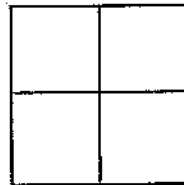
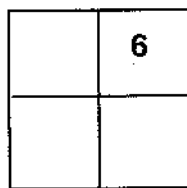
A ten sided die, or a six sided die and a game board.

## Organisation

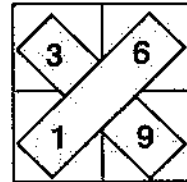
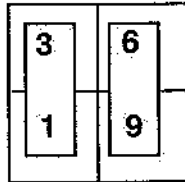
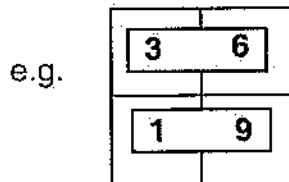
Pairs

## Rules

- Players take turns to throw the die and place the number somewhere on their grid.



- After four throws each, the grid should be full.
- Players then choose which pairs to multiply.



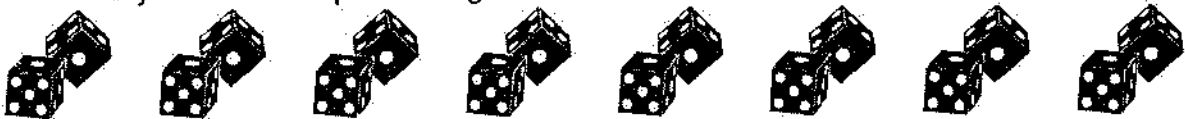
- The pairs are multiplied and then added.

$3 \times 6 = 18$	$3 \times 1 = 3$	$3 \times 9 = 27$
$1 \times 9 = 9$	$6 \times 9 = 54$	$1 \times 6 = 6$
Total = 27	Total = 57	Total = 33

- The winner is the player who makes the largest total.

## Variations

- Aim for the largest/smallest, even/odd number etc.
- Use different types of boards. (Note on some boards diagonal pairings may not work.)
- Play **Product Triples** using a 3x 3 board.



# TRIANGLES

## Materials

A Triangles game grid, two pens or pencils of different colours

## The rules

Each player uses a different colour pen or pencil.

Take turns to draw a line connecting two points. **Note:** There are 15 lines to be drawn (five from each point). Only triangles with the points as vertices are counted.

## Aim

To obtain a triangle, by completing the third line segment of the triangle in your colour. Each line segment of a triangle is created by joining any 2 of the 6 points as below, in turn.

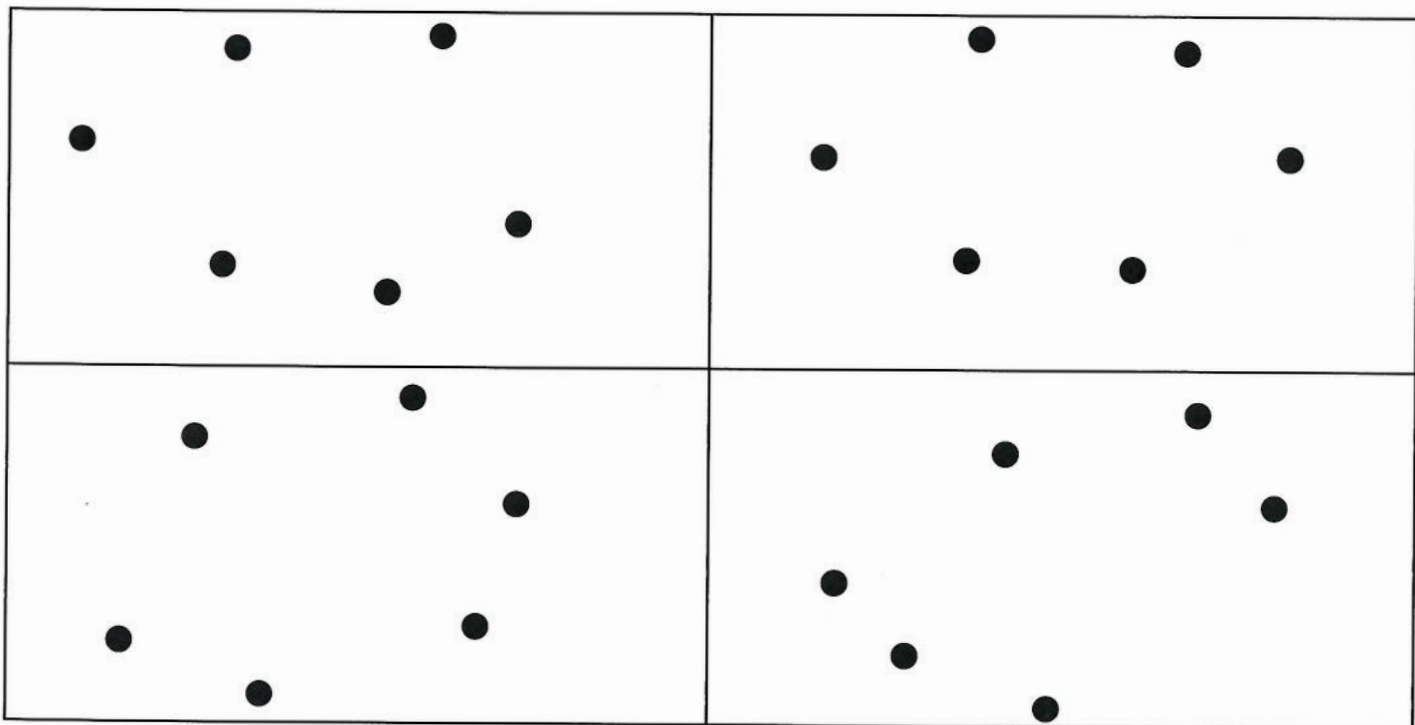
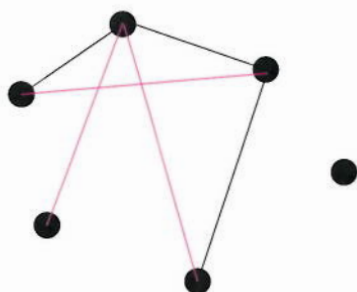
## To win

The person obtaining the most triangles wins the game.

If time permits several games can be played. Take turns starting.

The player who wins the most **games** is the winner for the session.

## Practice game



# TACTIX

## Materials

16 counters

## The rules

Game for two players. Place 16 counters into a square array as shown. Players take turns to pick up any number of counters, but from **one** row. They do not have to be next to each other.

## Aim

To avoid being the person forced to take the last move.

