

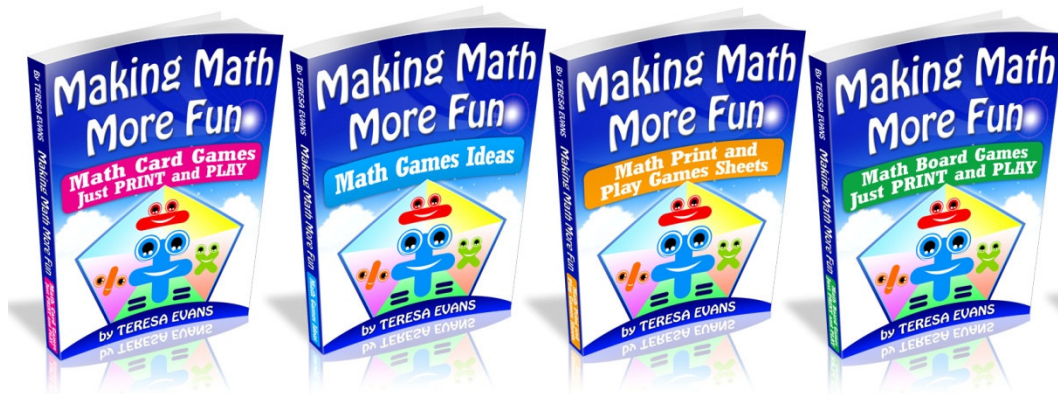


**MAKING MATH MORE FUN BRINGS YOU
FUN MATH GAME PRINTABLES
FOR HOME OR SCHOOL**

THESE FUN MATH GAME PRINTABLES

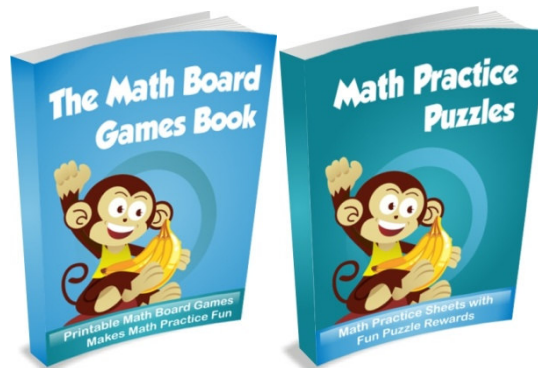
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Making Math More Fun at www.makingmathmorefun.com



and

Math Board Games at www.math-board-games.com



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MATH BOARD GAMES



ADD UP TILES



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

ADD UP TILES

A game for 2 players

All tiles are placed face down beside the board.

Players take turns to choose a tile and cover two spaces on the board that add to the total on the tile. The tile can be laid vertically or horizontally.

A tile card cannot be placed on top of another tile.

When a player picks up a tile and can't find a place to lay the tile, the other player is the winner.



Add Up Tiles – Cut along the dotted lines.

8	4	10
11	14	5
10	6	14
17	11	9
7	12	9
3	10	10
10	15	6
16	11	7

SUBTRACTION TILES



13	6	9	12	7	9
9	15	8	7	5	13
12	7	9	17	8	6
14	8	11	8	15	4
7	16	9	12	6	11
16	6	13	5	14	7

SUBTRACTION TILES

A game for 2 players

All tiles are placed face down beside the board.

Players take turns to choose a tile and cover two spaces on the board that have a difference of the total on the tile. For example, cover 8 and 6 with a 2 tile. The tile can be laid vertically or horizontally. A tile card cannot be placed on top of another tile. When a player picks up a tile and can't find a place to lay the tile, the other player is the winner.



Subtraction Tiles – Cut along the dotted lines.

6	2	9
4	8	3
1	9	7
7	5	10
5	3	6
9	8	1
2	7	6
8	4	10

TIMES TILES



7	3	8	6	3	8
4	9	2	3	6	2
4	5	4	7	2	9
7	2	9	5	4	6
3	9	4	5	8	3
6	5	4	7	2	8



TIMES TILES

A game for 2 players

tiles are placed face down beside the board.

Players take turns to choose a tile and cover two spaces on the board that multiply together to make the total on the tile. For example, cover 6 and 5 with a 30 tile. The tile can be laid vertically or horizontally. A tile card cannot be placed on top of another tile. When a player picks up a tile and can't find a place to lay the tile, the other player is the winner.



Times Tiles – Cut along the dotted lines.

15	16	20
18	8	35
14	27	12
28	21	30
24	40	45
6	32	42
36	48	10
14	54	25

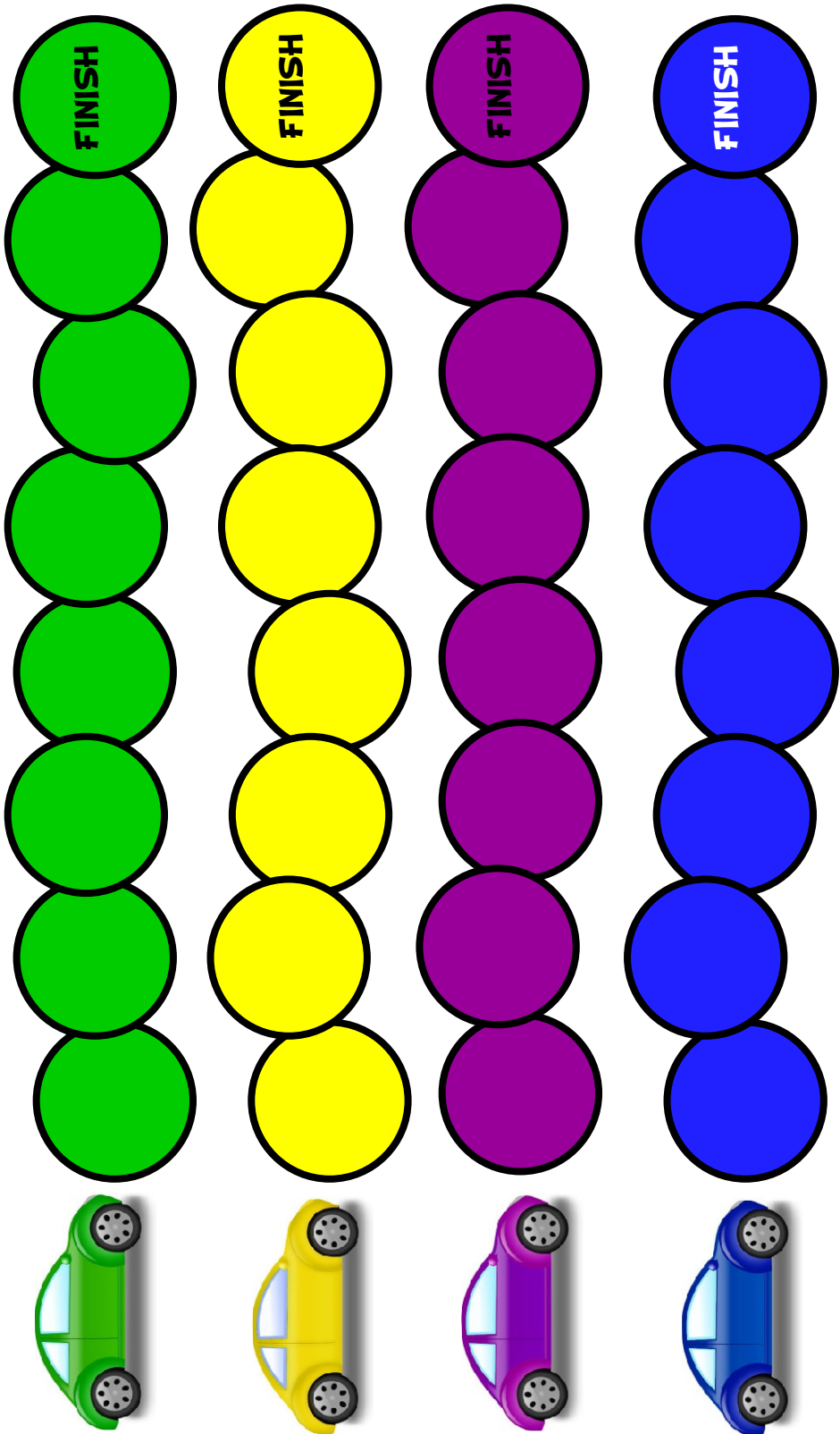
RACING CARS

a game for 2-4 players

Spread out the chosen cards face down beside the Game Board.

Each player chooses a car and puts a marker on it.

Each player turns over a card and says the number. Decide who has the largest number. The player with the largest number moves their counter to the next space. Return the cards and mix them up. Repeat until one player reaches the FINISH.



Choose the set of cards for the skill that you want the children to practice.

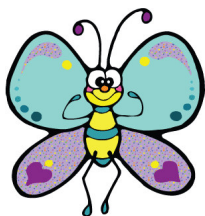
26	81	30	64
56	47	72	17
33	91	27	55
63	71	97	38
84	49	13	77
21	68	41	52

951	461	124	579
604	259	673	371
395	535	970	267
290	840	134	482
840	907	457	831
127	513	882	306

1,265	8,036	3,289	2,305
7,409	6,170	1,067	5,138
3,005	2,217	7,193	4,067
8,690	6,450	5,606	2,391
4,313	1,672	4,279	6,801
9,026	5,627	3,240	7,500

Choose the cards with numbers that the children are familiar with and able to compare.

0.3	0.6	0.4	0.9
0.5	0.2	0.7	0.8
0.13	0.04	0.24	0.19
0.91	0.05	0.07	0.46
0.247	0.009	0.909	0.602
0.306	0.107	0.348	0.561



TAKE FOUR AND ADD

**a game for 2
players**

Place the number cards face down on the table. Each player chooses four number cards and then arranges them in their four boxes to make an addition with the highest possible total.

The player who creates the largest total is the winner of the round and scores one point.

For example - if a player chooses 2, 8, 4 and 3, they could make $82 + 43$.

Play several rounds. The winner will be the person who collects the most points.



Player 1

+

Player 2

+

FOUR IN A ROW Add

FOUR IN A ROW Add

2 - 4 players

(Three simple steps and you're ready to play!)

1. Print the Four In A Row Add Game Board.
2. Print the markers and cut out. (You need a different color for each player.)
3. Get some dice and give the game to the kids to play.

Play **Four In A Row Add** to practice addition to 12.

FOUR IN A ROW Add

A game for 2 – 4 players

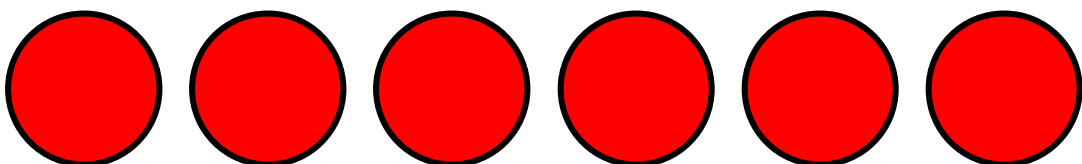
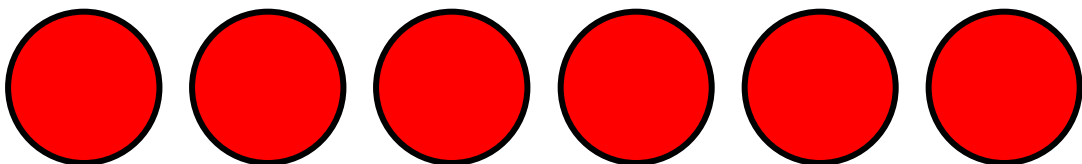
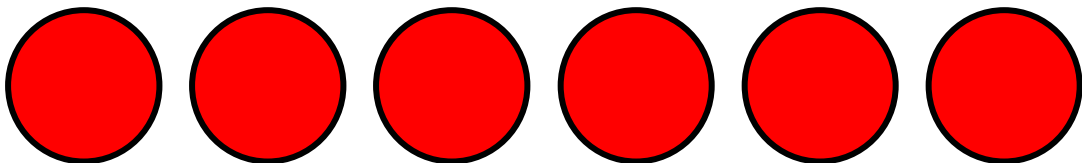
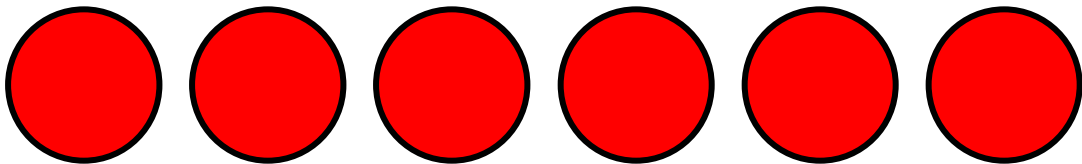
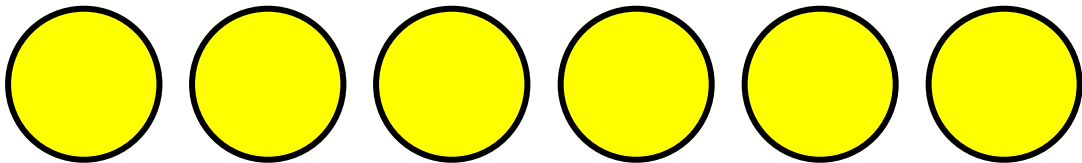
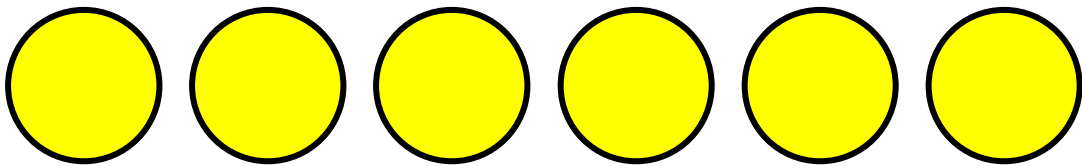
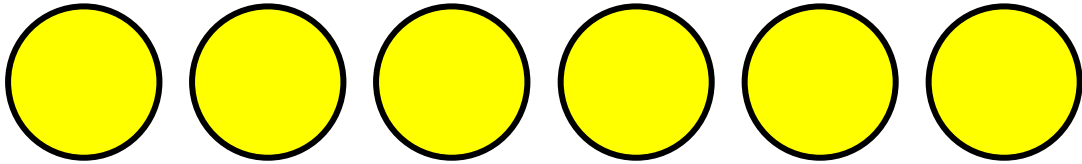
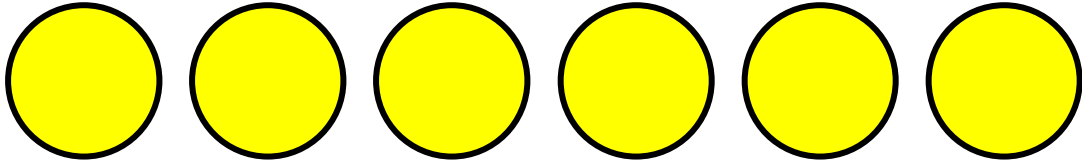
Players take turns to throw 2 dice. The numbers on the dice are added together. The player then finds this number on the board and covers it with one of the markers of their color.

If none of these numbers are uncovered, the player doesn't cover a number on this turn.

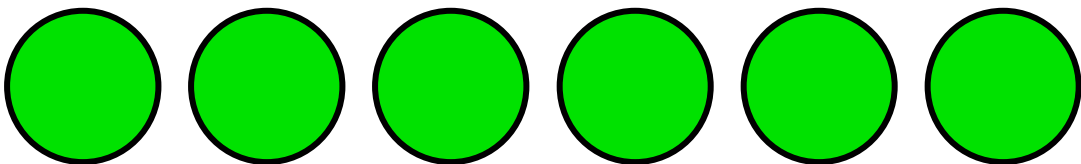
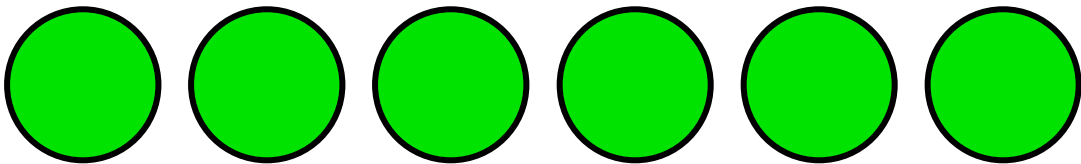
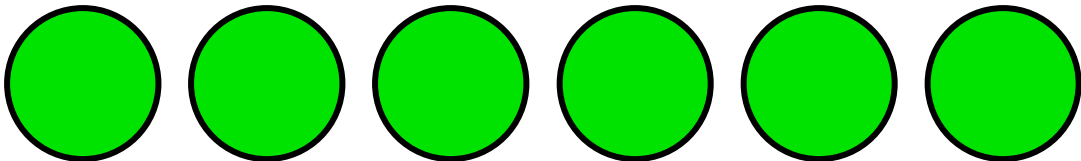
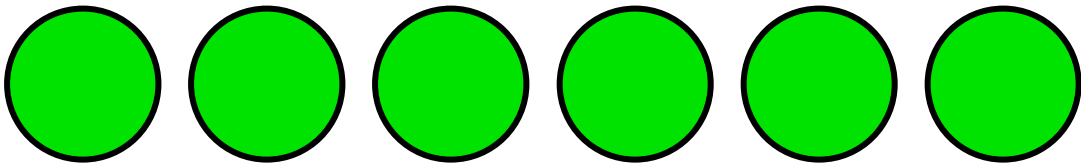
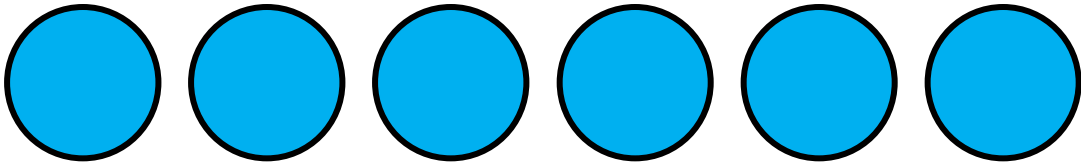
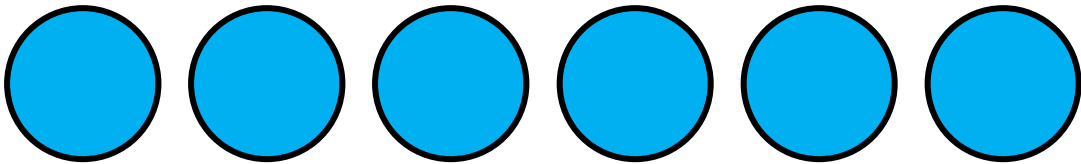
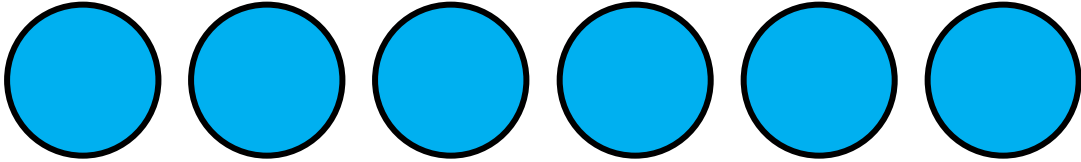
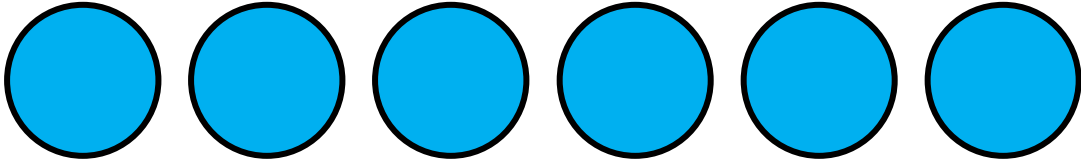
The first player to cover a row of four – vertically, horizontally or diagonally - is the winner.

7	9	3	8	2	11	10
4	2	9	5	12	5	12
10	6	4	7	4	7	9
3	10	6	2	8	12	3
8	5	9	11	3	6	11
11	7	8	3	5	8	4
10	2	6	7	10	2	6
5	12	11	4	7	9	12

Markers For Use With Four In A Row Add and Four In A Row Multiply



Markers For Use With Four In A Row Add and Four In A Row Multiply

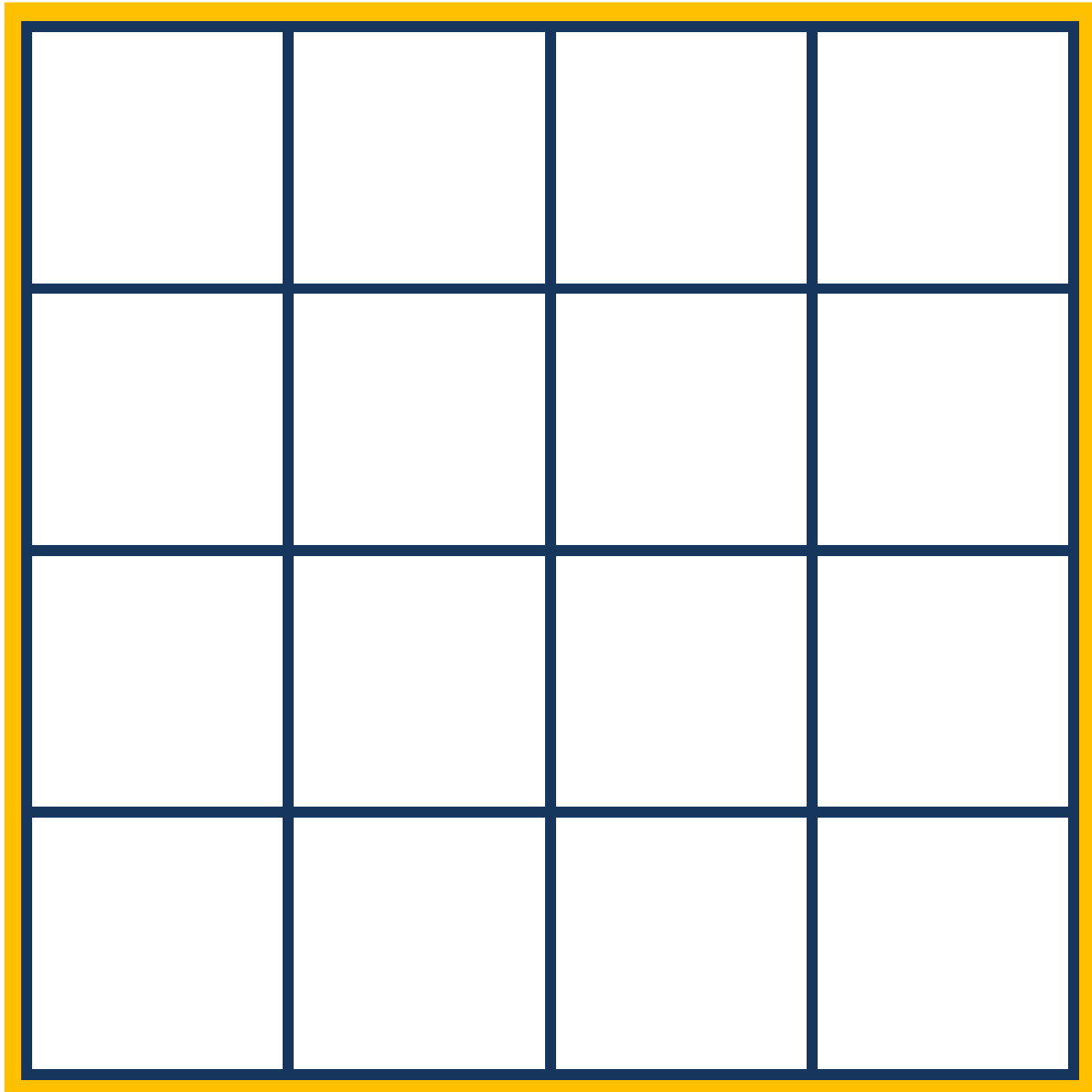


BUSy Beach

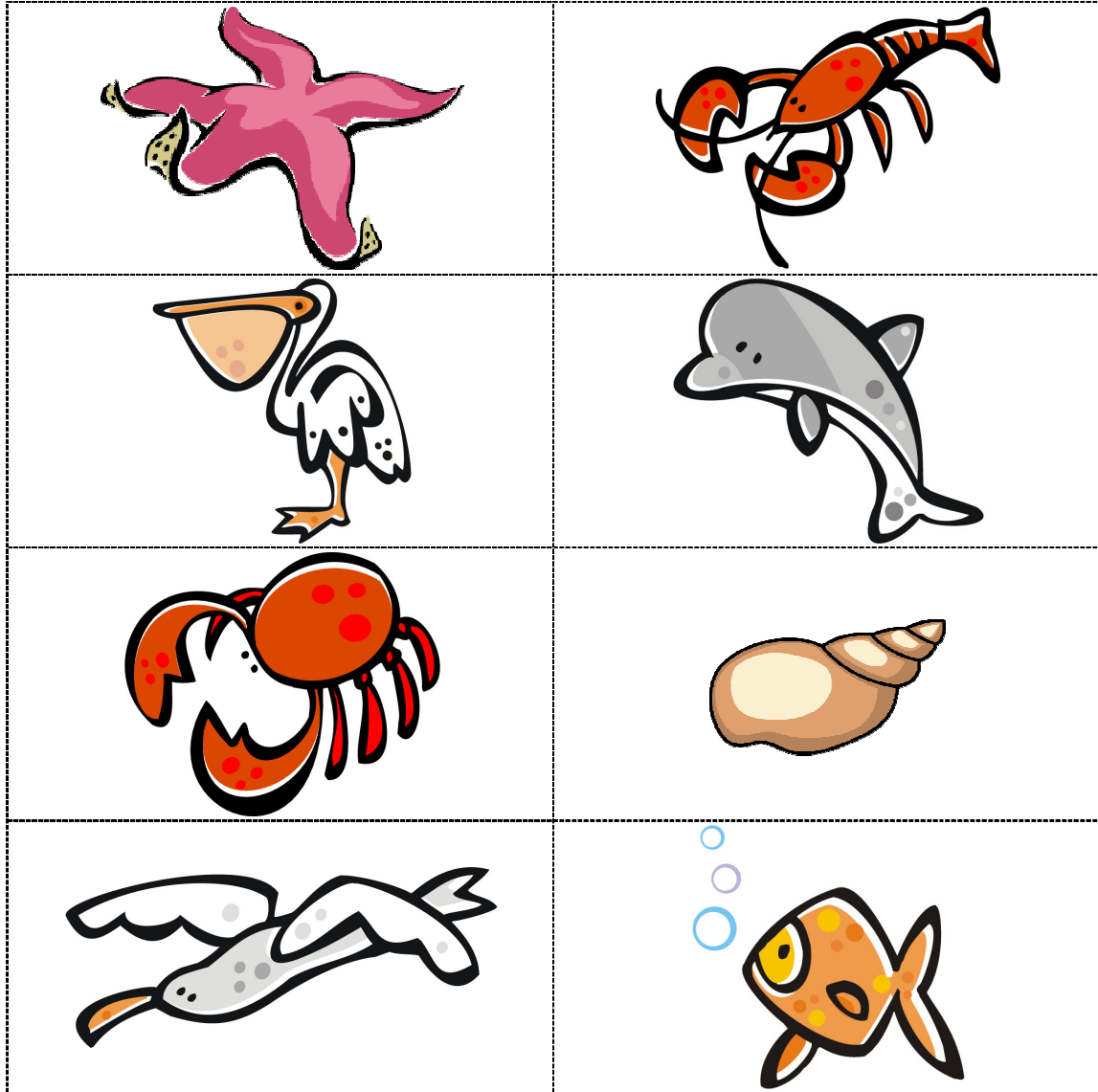


A Game for 2 Players

Players take turns to place a Busy Beach card on the board, covering any 2 squares. Only one card can be on a square. A card can not be placed on top of another card. The last player who can place a card on the board is the winner.



Cut out Busy Beach Cards to play Busy Beach.

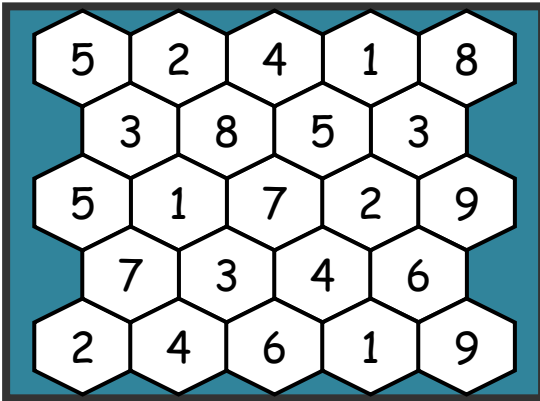




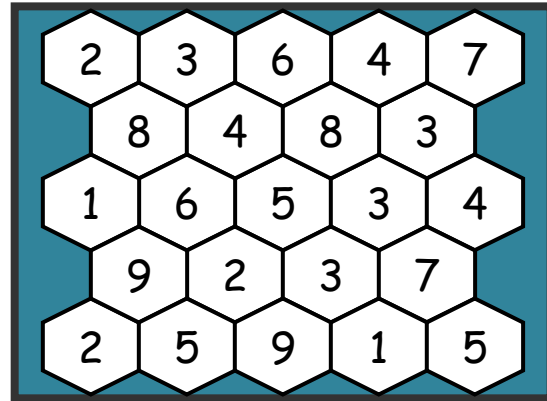
**PRINT
AND
PLAY
MATH GAMES**

Fifteen

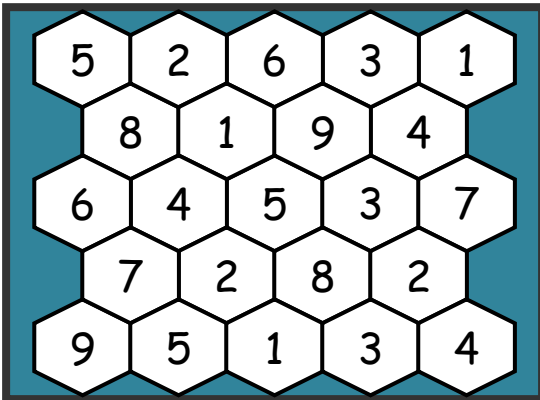
Game 1



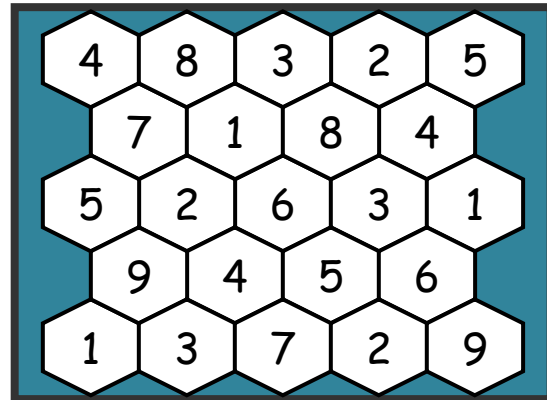
Game 2



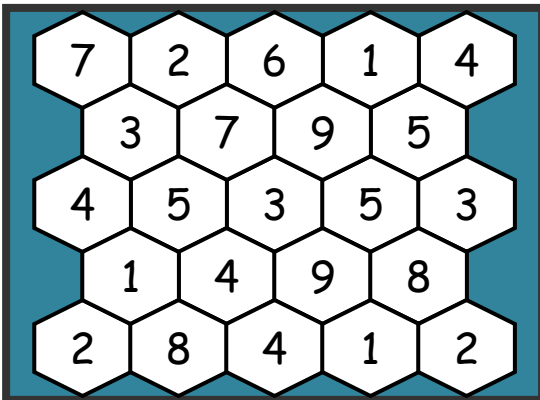
Game 3



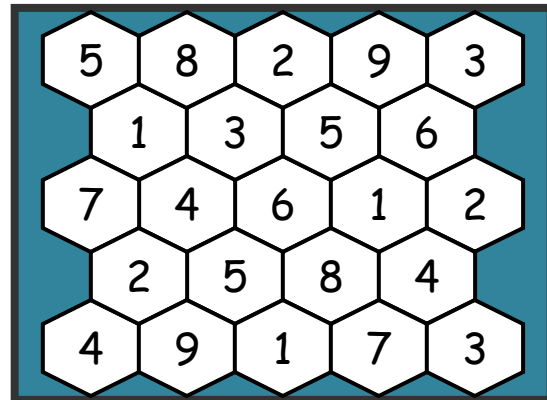
Game 4



Game 5



Game 6



Fifteen

2 players

Players take it in turns to color 2 or 3 hexagons that total 15.

A player could color 2 hexagons, e.g. 7 and 8 or a player could color 3 hexagons, e.g. 4, 5 and 6.

The last player who colors a combination of 2 or 3 numbers that total 15 is the winner.

VARIATIONS – Choose a different total to aim for instead of 15, e.g. try 10, 12 or 17.

LUCKY THIRTEEN



A game for 2 players

The object of this game is to be the first player to make a line of 3 numbers that add up to 13.

Players take turns to throw a dice and write the number anywhere on the grid. Players have to try to make a line of 3 numbers that add up to 13. The line can be vertical, horizontal or diagonal and it can be made up of numbers written by each player. The winner is the first person who creates a line adding up to 13.

In this game the next player could win if they throw a
2 (and write it between the 5 and 6 – $5+2+6=13$)
4 (and write it between the 4 and 5 – $4+4+5=13$),
5 (and write it under the 3 and 5 – $3+5+5=13$)
6 (and write it in the bottom right corner $6+2+5=13$).

		3	
4		5	1
	2		
		6	

Game 1

Winner _____

Game 2

Winner _____

Game 3

Winner _____

Game 4

Winner _____

Game 5

Winner _____

Game 6

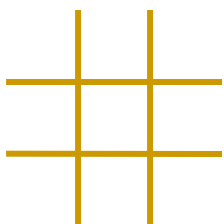
Winner _____

Tic Tac Toe

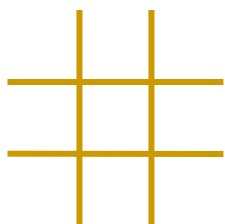
2 Different Games to Play

Total 15 - One player is odd numbers – 1, 3, 5, 7, 9; the other player is even numbers and 0 – 0, 2, 4, 6, 8. Take turns to write your numbers. Odd numbers start. Use each number only once. The first person to complete a line that adds up to 15 is the winner. The line can have both odd and even numbers.

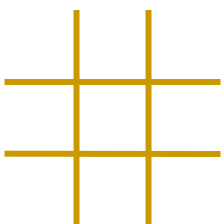
Odds and Evens – One player is **O**'s and one is **X**'s. Players take it in turns to throw a dice. If an even number is thrown the player has to put a **O**. If an odd number is thrown the player puts a **X**. **O**'s still has to try to make 3 **O**'s in a row and **X**'s tries to make 3 **X**'s in a row.



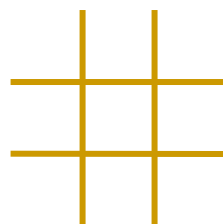
Winner- _____



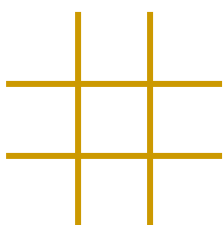
Winner- _____



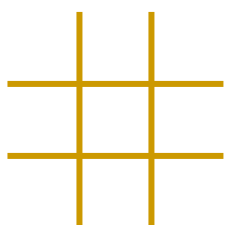
Winner- _____



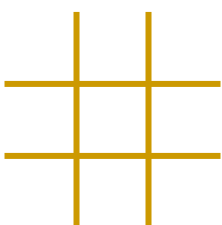
Winner- _____



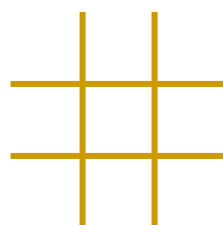
Winner- _____



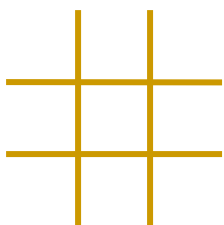
Winner- _____



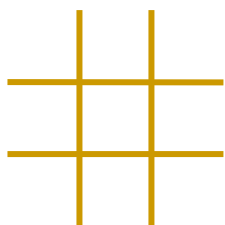
Winner- _____



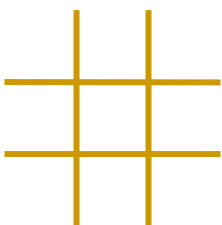
Winner- _____



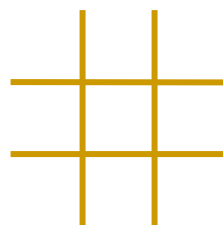
Winner- _____



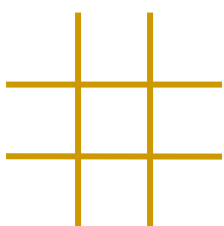
Winner- _____



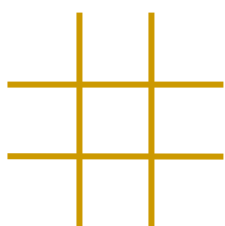
Winner- _____



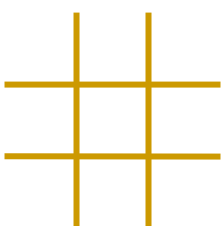
Winner- _____



Winner- _____



Winner- _____



Winner- _____



Winner- _____

15 PEBBLES

A game for 2 players – Each player uses a different colored marker or pencil.

Players take turns to color one, two or three pebbles (the player chooses how many). When each pebble has been colored the winner is the one who colors the odd number.

If you get seven and your opponent eight, you win. If you get six and your opponent gets nine, they win.

Can you work out who should win - the first or second player - and how?



Winner _____



Winner _____



Winner _____



Winner _____

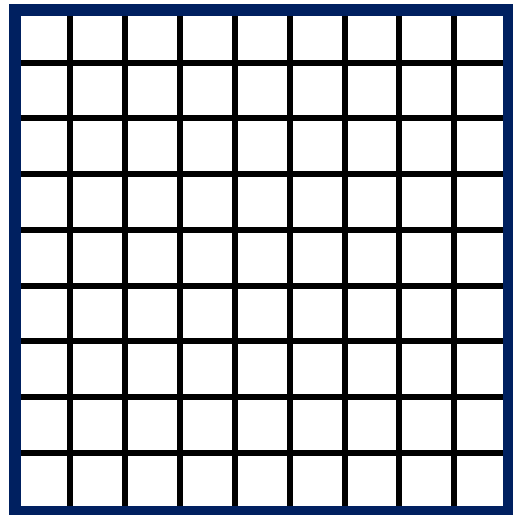
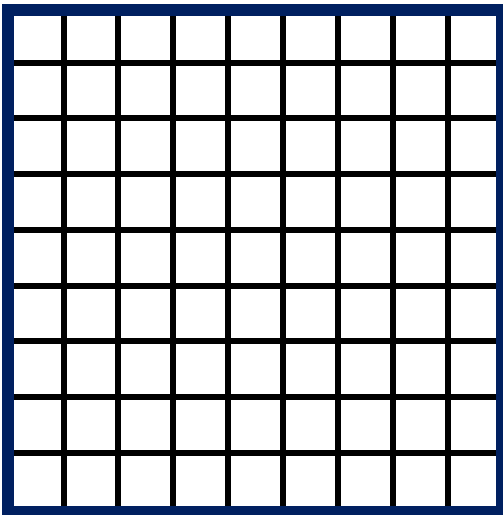
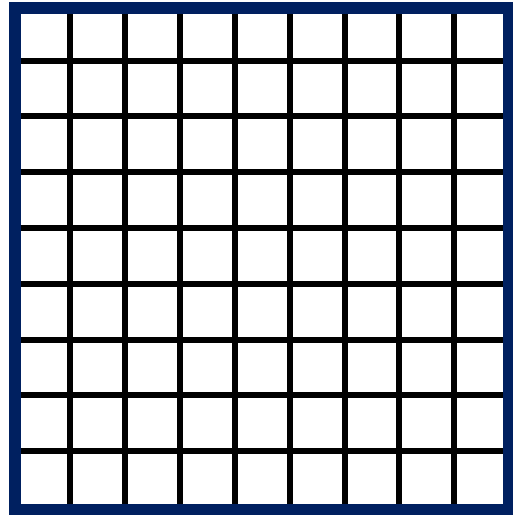
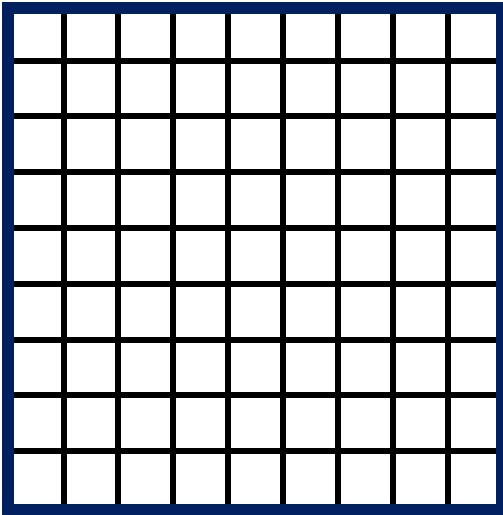


Winner _____



Winner _____

CORNERS



Corners

A game for 2 players

Need – 2 different colored pencils or markers.

Both players start in opposite corners.

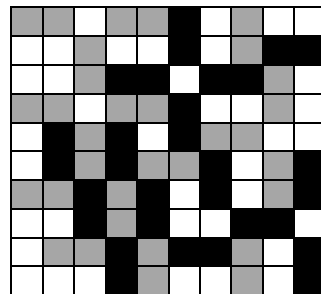
Players take turns at coloring a block of 2 squares.

Every block that you color after the first one must join to one of your other colored blocks, but only at the corner.

A player cannot have 2 of their colored blocks joined side by side.

When a player has nowhere to go, he is out and the other player is the winner.

An example of a game is shown. Grey is the winner as black cannot make another move.





PENCIL AND PAPER MATH GAMES

Pencil and Paper Math Games

Did you know that there are many math games that are quick and easy to play and require very little equipment?

All you need for some games is a pencil and paper and you are ready to go.

Listed below are some of my favorite math games.

These are games that I have used many times and I know how much kids love to play them.

Higher or Lower

This is a great game for exploring number order and place value.

- To begin select the upper and lower number limits, eg between 10 and 100.
- One player selects a number and records it on a piece of paper.
- The other player/s guess what they think the number might be.
- For each guess the first player tells if the chosen number is higher or lower.
- Play continues until the number is guessed.

This game can also be played in more advanced varieties to develop skills in ordering larger numbers, decimals or fractions. See the examples of more advanced games below.

- 3 digit number between 300 and 600 (eg 345)
- 4 digit number between 2000 and 4000 (eg 3027)
- number with 1 decimal place between 6 and 9 (eg 7.3)
- number with 2 decimal places between 4 and 5 (4.87)
- fraction with single digit numerator and denominator, between 0 and 1 (e.g. $\frac{4}{5}$)

Jumbled Operation

Play Jumbled Operation to practice any computation.

- Simply give a jumble of numbers and signs for kids to unjumble, e.g. $X = 1, 2, 3, 7$.
- Children then work out a sensible number sentence that uses each sign and digit, i.e. $3 \times 7 = 21$.

- Several of these can be written on the board or on a piece of paper with each set of signs and digits written in a separate circle or box. Challenge children to see who can be the first to solve all or time children to see how long it takes them to solve all.

Find It First

To practice basic multiplication tables (and addition, subtraction or division), try playing Find It First.

- Simply write the answers to facts you are going to practice, randomly over the board or a piece of paper, e.g. to practice 8 times tables write – 8, 16, 24, 32, 40 etc. To make the game bit more challenging, you can also add a few other numbers.
- Two children stand or sit either side to the numbers and a multiplication table is given, e.g. 7 times 8.
- Children compete to be the first to point to the answer.
- The first to find the answer scores a point and the first to score three points is the winner.

This game works well as a whole class game with children representing their team or have a tournament to see who the class champ is with every child having a turn.

This game can also be used at home with the child being challenged to find as many answers as they can in 1 minute. Keep a record of their score to monitor their improvement.

Corners

This is a challenging game of strategy for two people. It is simple to learn and quick to play and children love to play again and again.

To play corners draw a 10 by 10 grid. Each player uses a different colored pen.

- Both players start in opposite corners.
- Players take turns at coloring a block of 2 squares that are joined by a side.
- Every block that is colored after the first one must join to one of the other colored blocks that has been colored by that player, but only at the corner.
- A player can not have 2 of their colored blocks joined side by side.
- When a player is unable to color a block of 2 squares, he is out and the other player is the winner.

Corners can be played in different ways in different situations.

- Game sheets for Corners can be printed from **Print and Play Games Masters** – one of the bonus books available from [Making Math More Fun](http://www.makingmathmorefun.com).

- Use pencil and paper to play or play on a whiteboard or blackboard.
- Play on the computer by drawing a table in a Microsoft Word doc. This will also give practice at computer skills at the same time.
- Play in the classroom on the board with one side of the room challenging the other side.
- In the classroom, have a tournament by pairing students off to play against each other. Winners of each game can play again in the next round and then continue until a class champ is found.

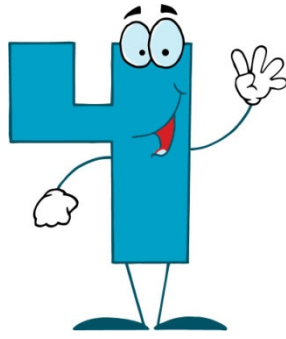
Sprouts

This is a simple but challenging game for 2 people.

To play Sprouts draw three random dots on a sheet of paper.

- Each player takes turns at drawing a curved line to link 2 dots then placing another dot somewhere along the line.
- There are 2 rules for this game - no line can cross another line and no dot can have more than 3 lines leaving it.
- The last player who is able to make a join is the winner.

Game sheets for Sprouts can be printed from **Print and Play Games Masters** – one of the bonus books available from [Making Math More Fun](http://www.makingmathmorefun.com).



MATH CARD GAMES

Math Card Games

Did you know that there are many math games that can be played with a simple deck of playing cards?

This edition of Let's Make Math Fun gives you instructions for 3 simple games that can be played with a deck of cards to practice math skills.

- Number Snap practices basic addition.
- Double the Doubles practices basic addition and doubling.
- Take It Away practices subtraction of two 2 digit numbers.
- Make My Number challenges children to create an equation equaling the number that they have drawn. It allows for the equations to be as simple or as complex as the child's level of skills allows.

Many more games are included in [Making Math More Fun Card Games](#).

The following games can be played with a deck of playing cards with the colored cards removed and a value of 1 assigned to the aces.

OR

Use the cards created from Black Line Masters 1, 2, 3, 4 and 5 provided below.

1. Number Snap

2 – 4 players

Getting Ready

All of the cards are dealt out to the players. Players keep their cards in a pile face down in front of them. Before starting the game decide what the total for the game is to be – **10, 11, 12 or 13.**

Play the Game

- Players take it in turns to turn over a card and place it in the centre.
- Cards in the centre are placed on top of each other.
- When the 2 top cards add to the total for the game, players can 'Snap' (slap their hand onto the top card) and call out the total. The first player to do so wins the pile and adds it the bottom of her pile. A player is out of the game if they run out of cards. Last player to have cards left is the winner.

2. Double the Doubles

2 – 4 players

Getting Ready

All of the cards are dealt out to the players. Players keep their cards in a pile face down in front of them.

Play the Game

- Players take turns to turn over the top 2 cards in their pile and add the two values together, telling everyone the answer.
- If a player has two cards of the same value, they double the answer, e.g. if a player has 6 and 6, these are added and then doubled: $6 + 6 = 12$, double 12 is 24.
- The player with the highest answer is given all of the cards from that round. Each player keeps the cards they win in a separate pile.
- The game ends when players run out of cards. The winner is the person who collects the most cards.

3. Take It Away

2 – 4 players

Getting Ready

Remove the 10's from the pack. The dealer deals 4 cards to each player. Players look at their cards.

Play the Game

- Each player makes two 2 digit numbers from their cards.
- Players then subtract their smallest number from their largest number and tell the answer. (Do this mentally or use pencil and paper if necessary.)
- The player with highest number for the answer keeps their cards.
e.g. With 3, 6, 7 and 9 a player could make $97 - 36 = 61$. If this is the highest answer, this player keeps these cards.
- Other players return their cards to the pack. 4 cards are dealt to each player for the new round.
- The game ends when there are no longer enough cards to deal each player 4 cards. Players total the values of the cards they have won. The winner is the player with the highest total.

4. Make My Number

2 - 4 players

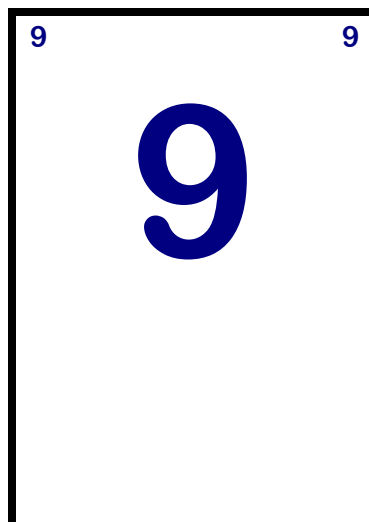
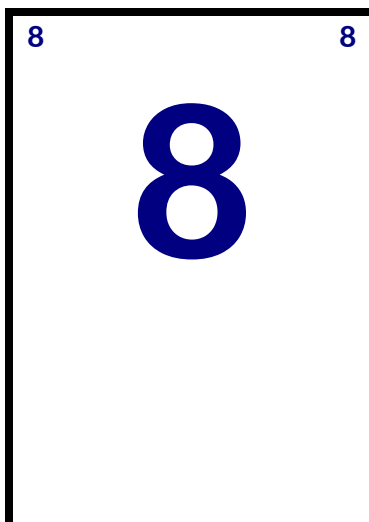
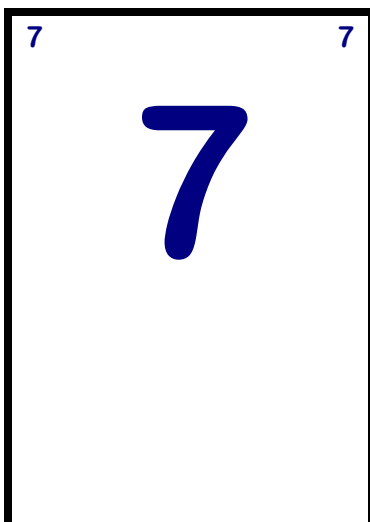
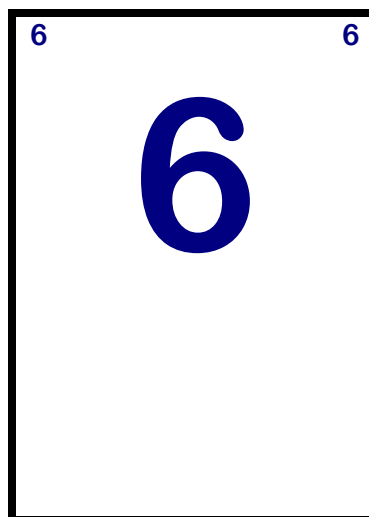
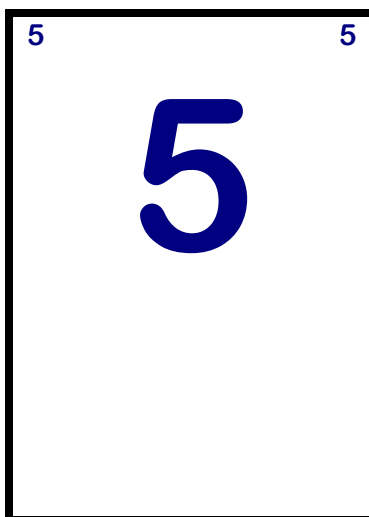
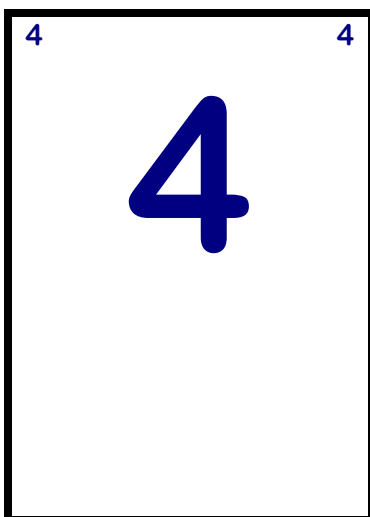
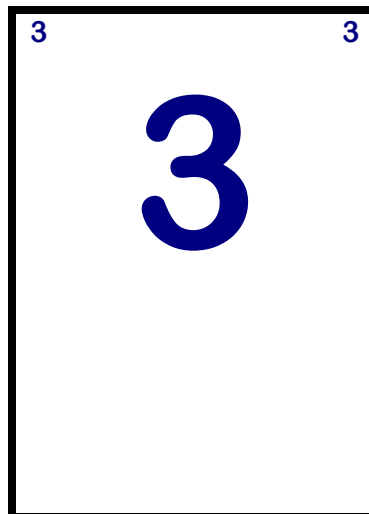
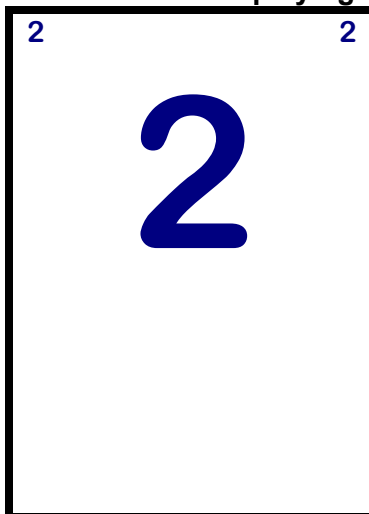
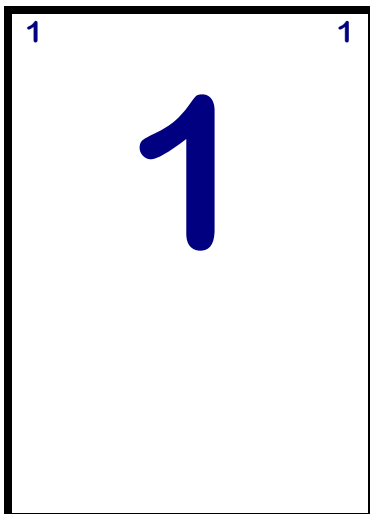
Getting Ready

The dealer lays out five cards, face up, in the center. The rest of the cards are placed in a pile face down.

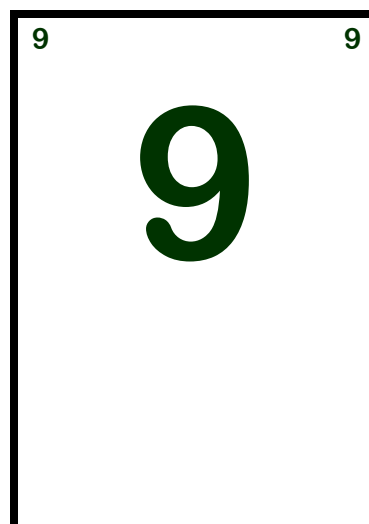
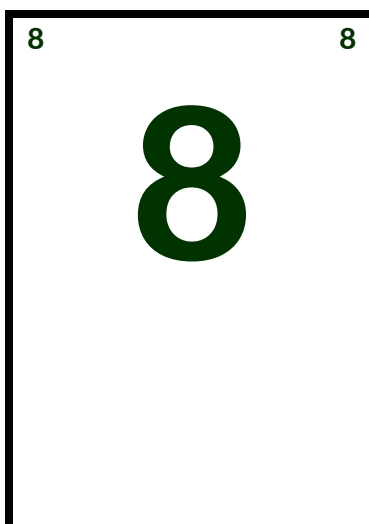
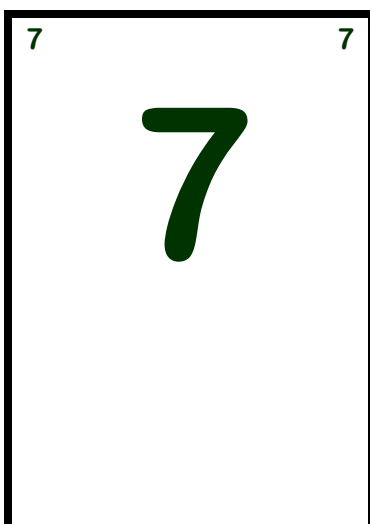
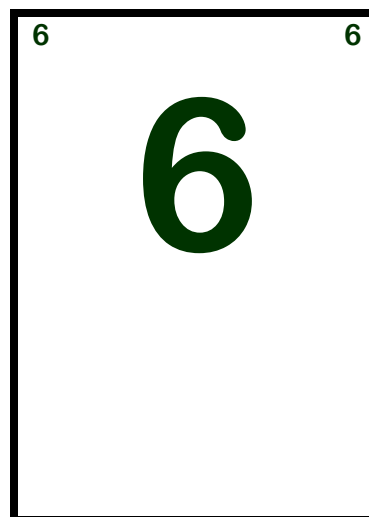
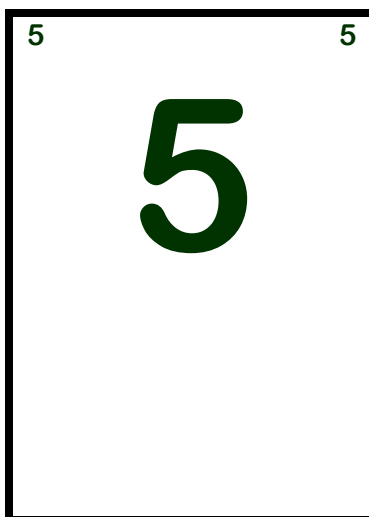
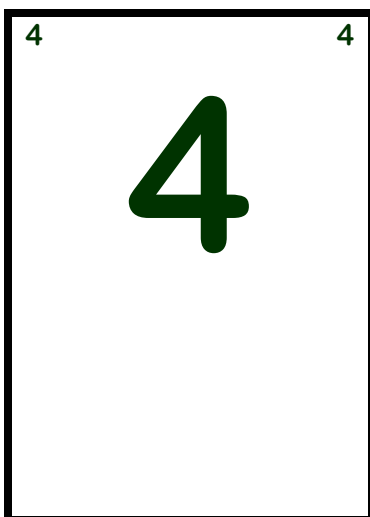
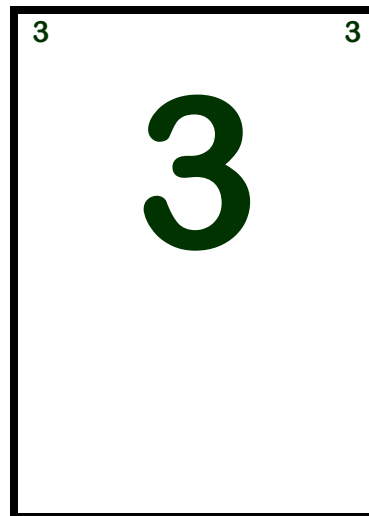
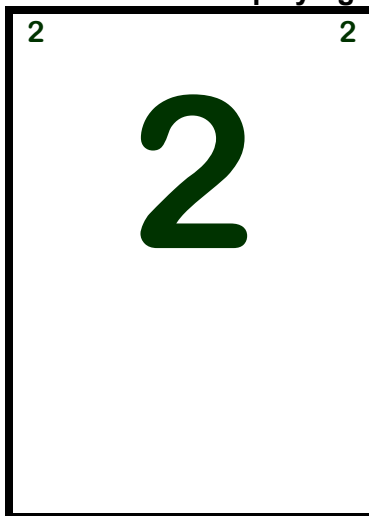
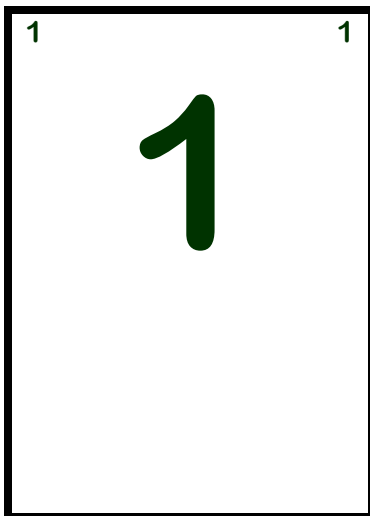
Play the Game

- The first player turns over the top card on the pile and places it beside the pile.
- This player then attempts to create an equation that uses any of the 5 cards in the center to make the number they have turned over. e.g. With the five cards – 2, 5, 6, 3 and 10 in the centre, when 7 is turned over, $5 + 2$ could be used or $10 - 3$ could be used. Players can also use more than 2 cards to create an equation with mixed operations. e.g. If 7 was turned over, $2 \times 6 - 5$ could be used.
- The player calls out, 'Made My Number!' when they have an equation and tells the other players the equation. If the equation is correct the player takes the numbers used in the equation. These are then replaced with new cards from the pile. The player also takes the card that was turned over.
- If the player is unable to Make The Number, the card is returned to the bottom of the pile.
- The next player then draws a card and attempts to make this number.
- The winner is the player who has the most cards at the end of the game.

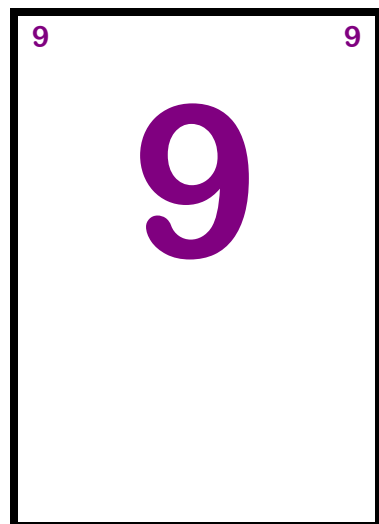
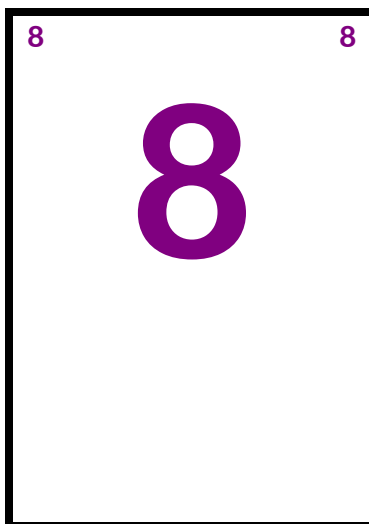
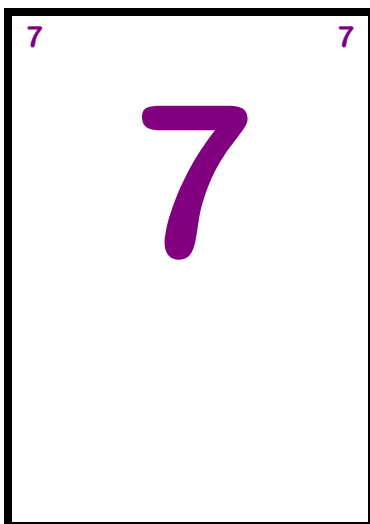
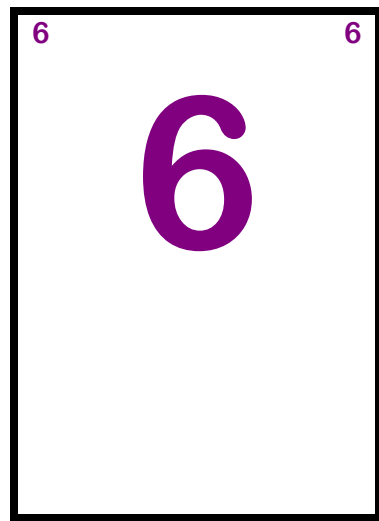
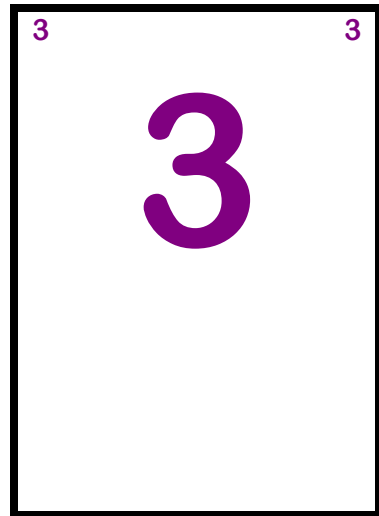
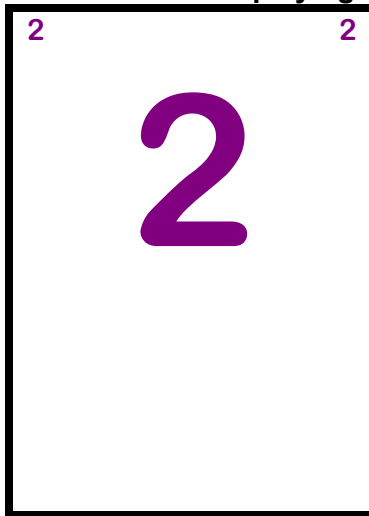
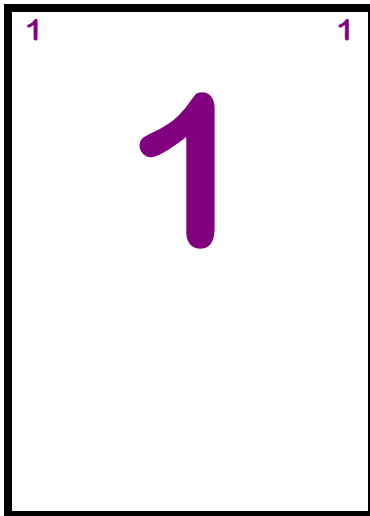
Black Line Master 1
Cut out cards to make playing cards.



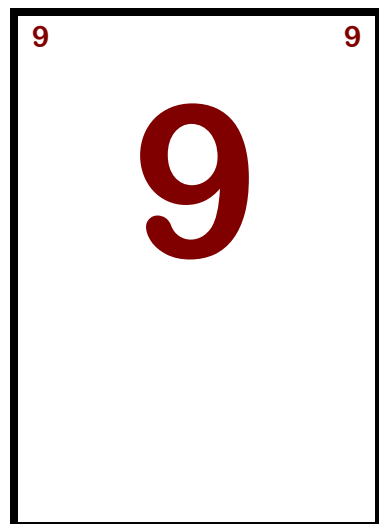
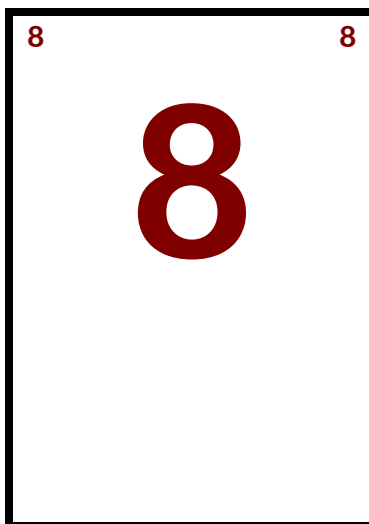
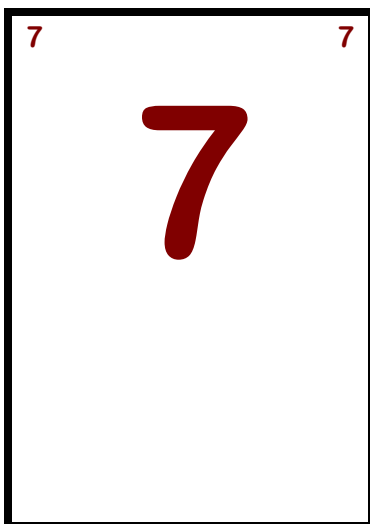
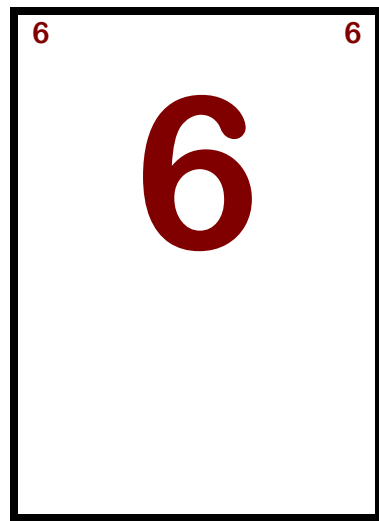
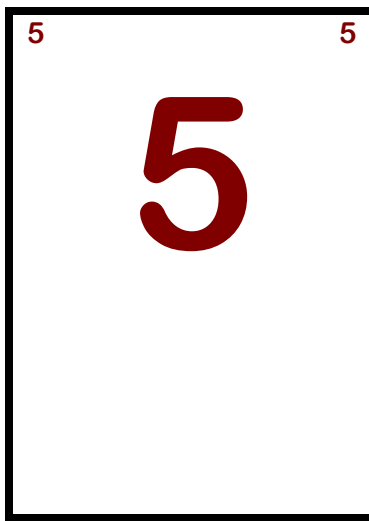
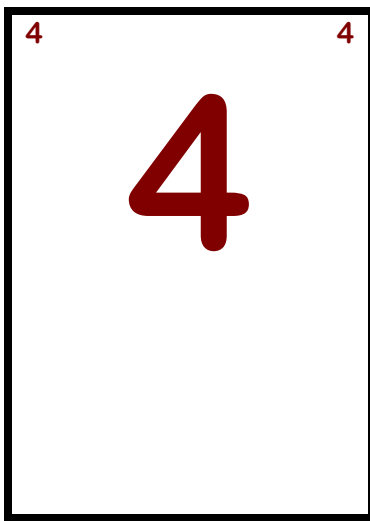
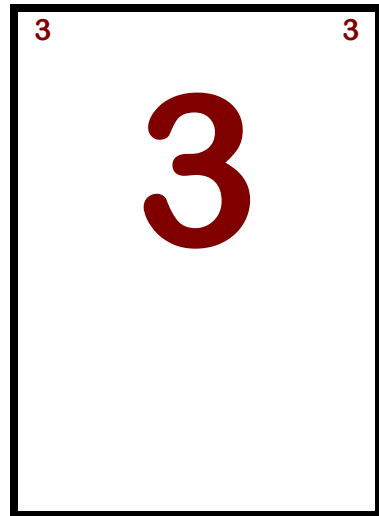
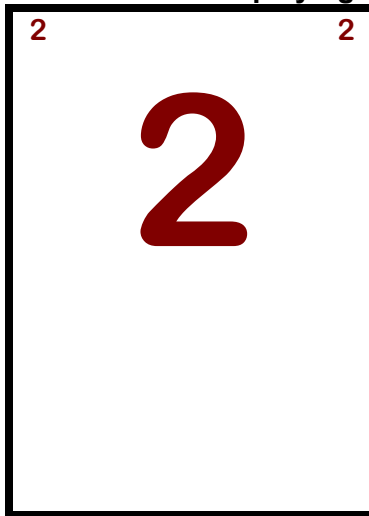
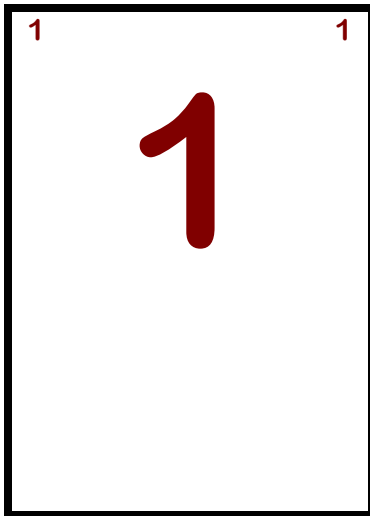
Black Line Master 2
Cut out cards to make playing cards.



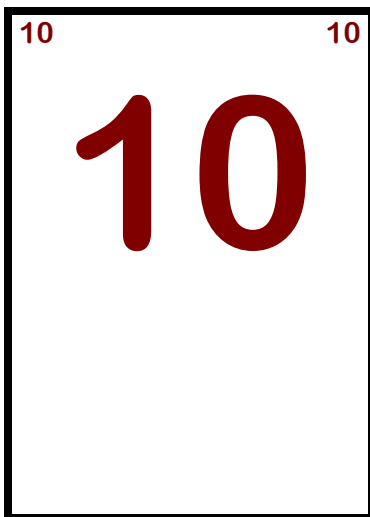
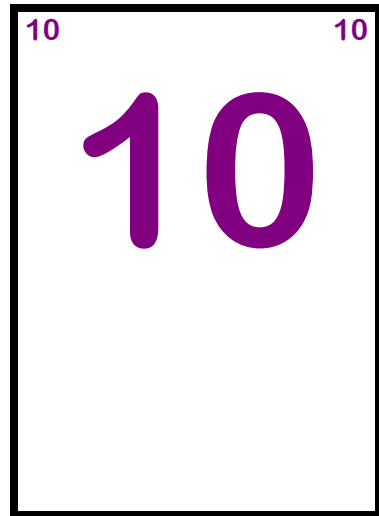
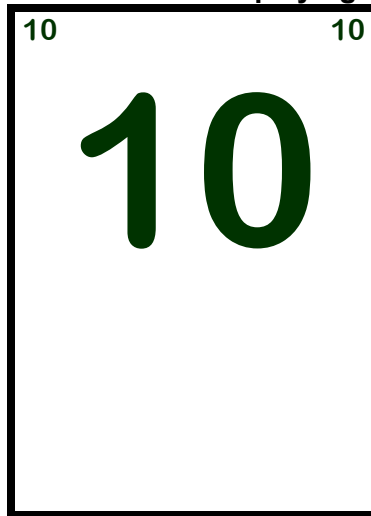
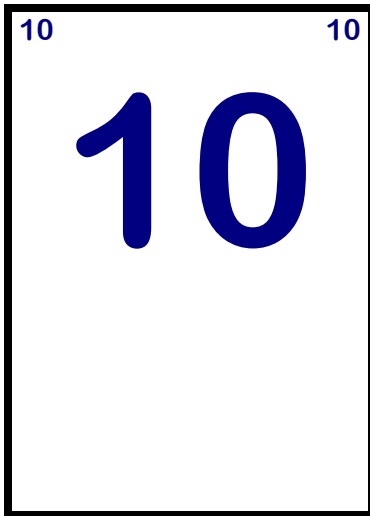
Black Line Master 3
Cut out cards to make playing cards.



Black Line Master 4
Cut out cards to make playing cards.

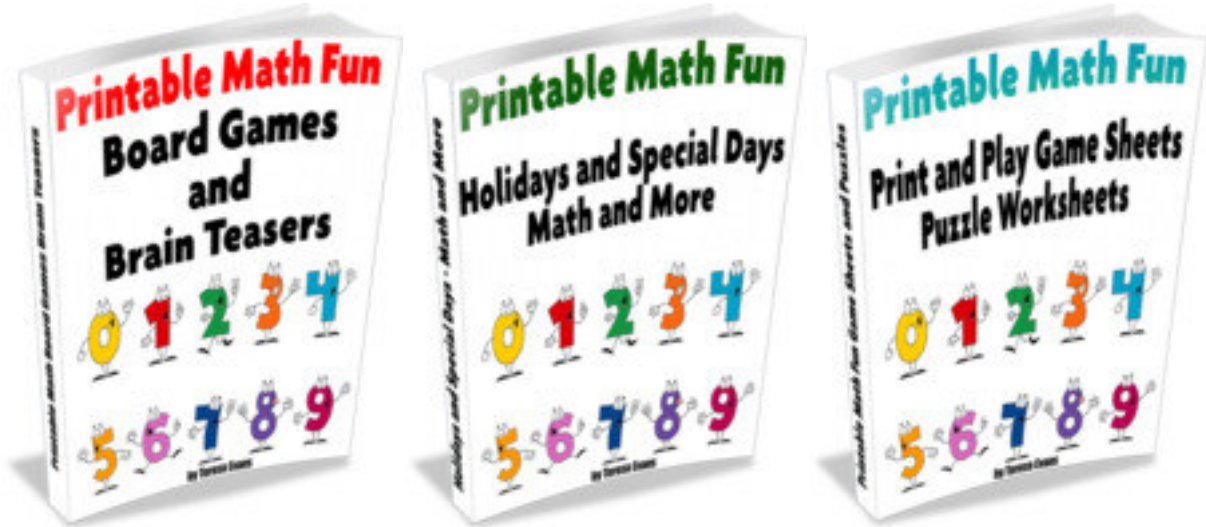


Black Line Master 5
Cut out cards to make playing cards.



I hope you have enjoyed the games in this book and have found them useful for your children or your students.

MANY OF THE GAMES IN THIS BOOK HAVE COME FROM



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