Making Math More Fun

Math Print and Play Games Sheets

by TERESA EVANS

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27. Twenty-Seven – Practice strategy and addition to 27

Using the Games

Simply print the games you wish to play.
Most games require only a pencil.
Some require 2 dice or colored pencils.

Games provide fun and entertainment while children practice

- *basic addition and multiplication*
- *place value*
- *reading and comparing numbers*
- *strategic thinking*
- *symmetry*
- *coordinates*

These games have been designed to

- *reinforce the skills being taught in school*
- *develop confidence in math*
- *develop a positive attitude towards math*

Hints for Parents

- *These games are an ideal way for parents and children to enjoy quality time together. Parents and children can have fun together while children develop and consolidate math skills.*
- *Set aside a special games time each day, e.g. just before bed or straight after homework is done.*
- *Involve the whole family in playing the games. Older children can also play and help younger children to practice skills.*
- *Discuss with you child the skills that your child can improve by playing the game.*

- *Encourage and praise the child for their efforts. Emphasize that 'having a go' is more important than winning.*
- *Stop playing the games before the child has had enough. Only play while the child is still enjoying the game.*
- *To make the games more interesting, sweets can be used as a prize for the winner.*
- *Use the games to occupy sick children, while traveling, while on holidays, on rainy days, in restaurants, in waiting rooms.*

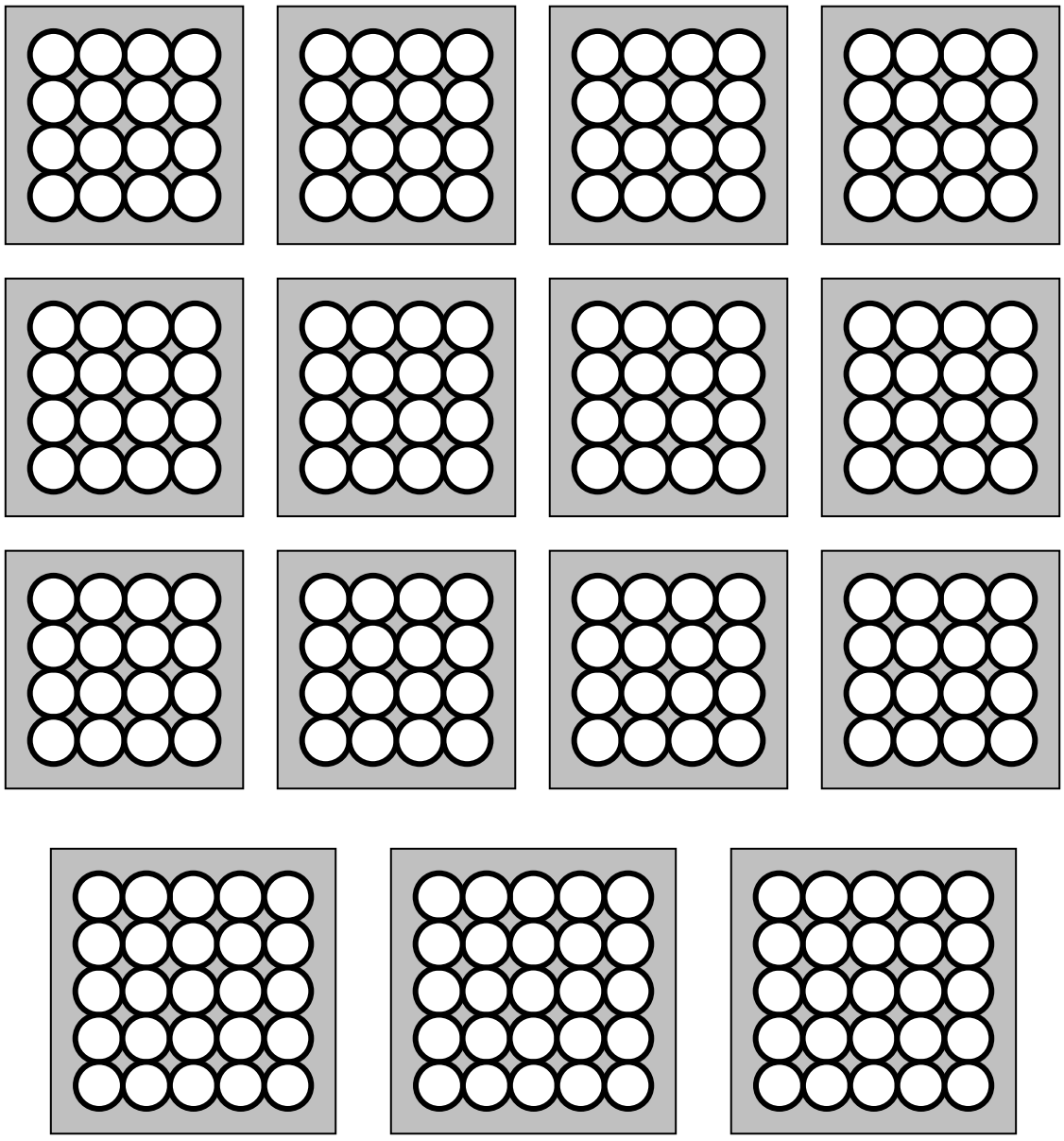
Hints for Teachers

- *These games are suitable for a variety of classroom uses.*
- *Use the games to reinforce the skills being taught in the classroom.*
- *These games can be part of a Math activity centre or an activity for a Math rotation.*
- *These games are also an ideal activity for students who finish work early. Keep a box of games at the back of the classroom. Students who finish work early can choose a game and play quietly in a designated area.*
- *Games can also be sent home with students so they can play them with their parents. Parents will enjoy this as it is a fun way for them to help their child and be involved in what the child is doing at school. This makes an ideal homework activity and a different game can be used each week.*
- *Have a "Game Of The Week". Introduce the game by copying onto the board and allowing one side of the room to play against the other side. Allow children to play*

during class time and send home a copy of the game for children to play with their parents.

- *Hold a "Play Off" in the classroom. Pair off children to play a game then allow winners to play against each other until a "Class Champ" is found.*
- *Many of the games are ideal as whole class games. Simply draw or write up the game on the board and one side of the room can play against the other side, with different students from each side taking turns to have a go.*

1. Circle Rows and Columns



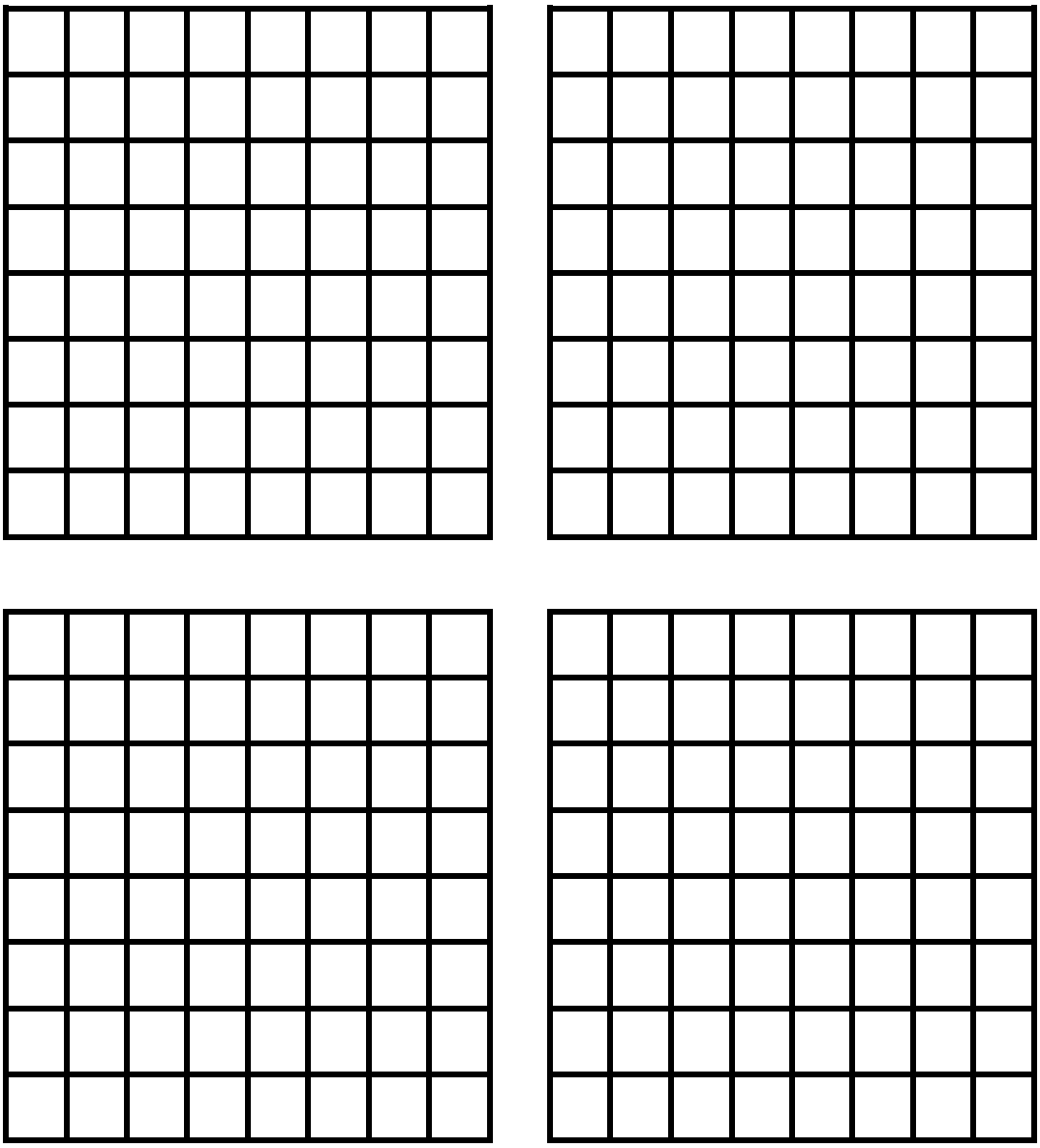
Circle Rows and Columns

a game for 2 players **Need – pencils**

Players take turns to color 1, 2, 3 or 4 circles in a row or column. If 2, 3 or 4 circles are colored, they must be in the same row or column.
The winner is the player who colors the last circle.

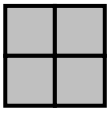
In the bottom row of games up to 5 circles can be colored in each row or column.

2. Rectangles



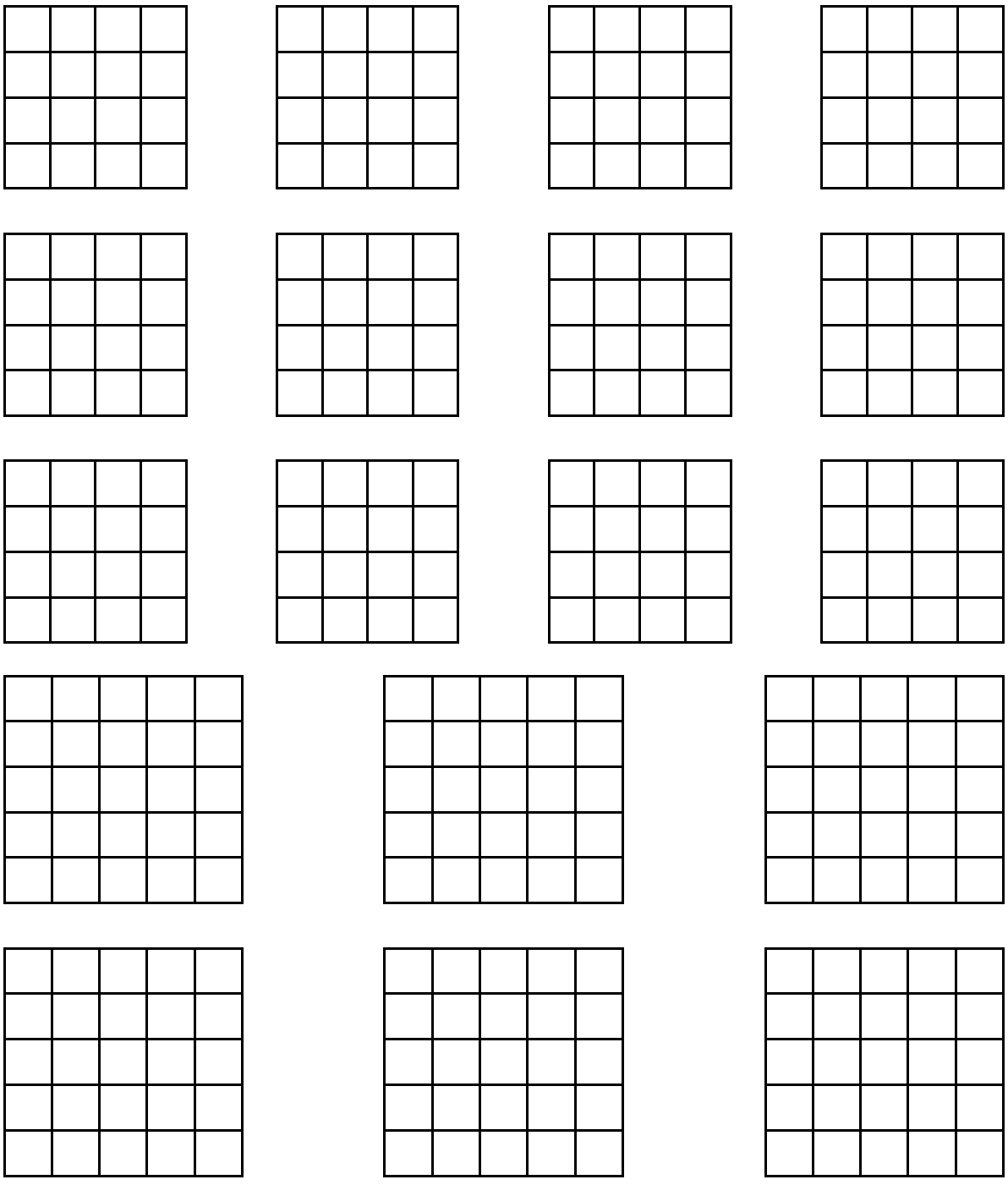
Rectangles

A game for 2 players **Need - dice, pencils**

Players take it in turns to throw the dice.
A player then colors a rectangle that covers the number of squares shown on the dice.
For **4** a player could color or  .

The last player who is able to color a rectangle is the winner. .

3. Two Square

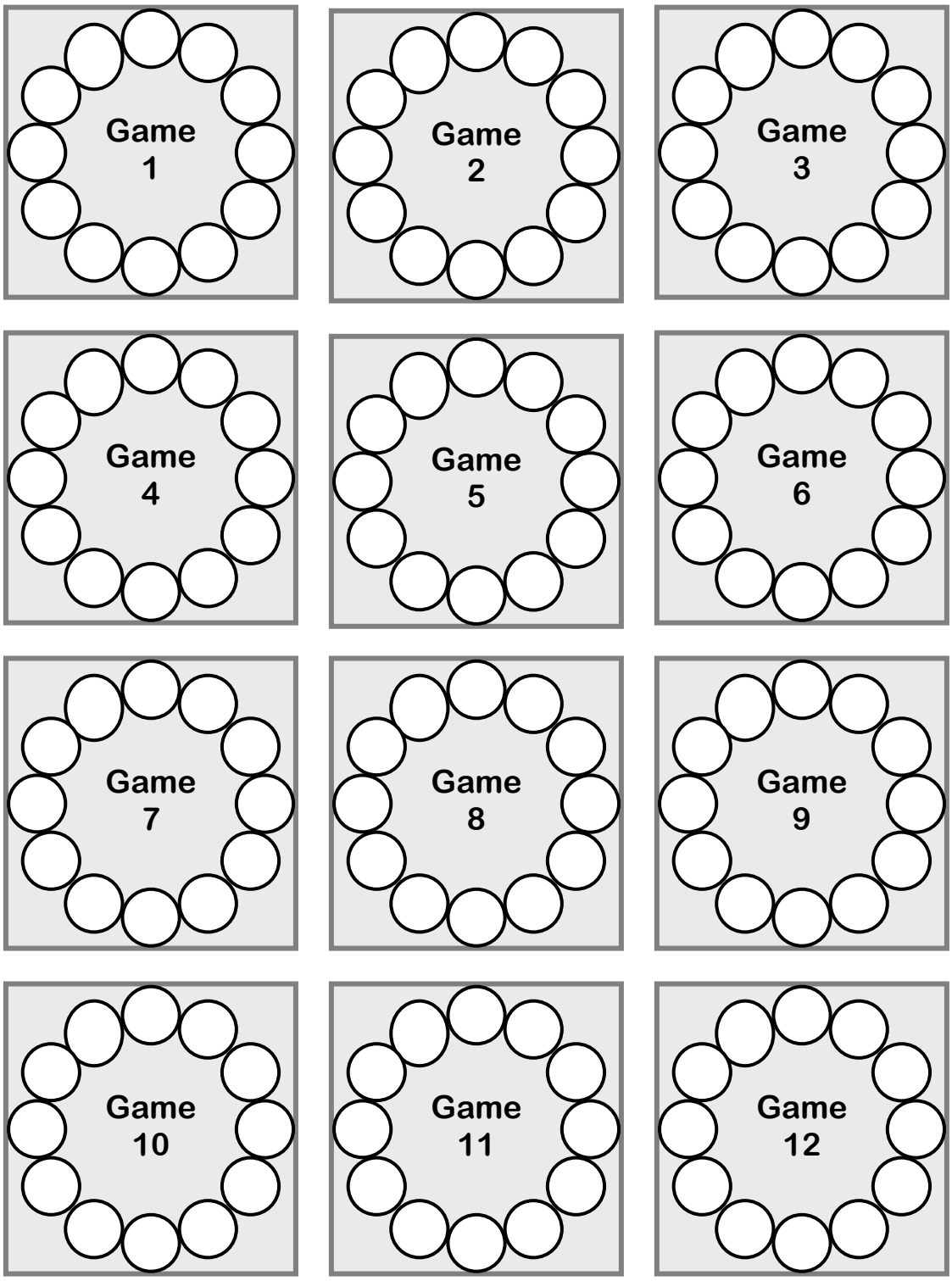


Two Square

a game for 2 players

Players take turns to color a block of 2 squares anywhere on the grid.
The 2 squares must be joined along one side but not at the corners only.
The last player who can color a block of 2 squares is the winner.

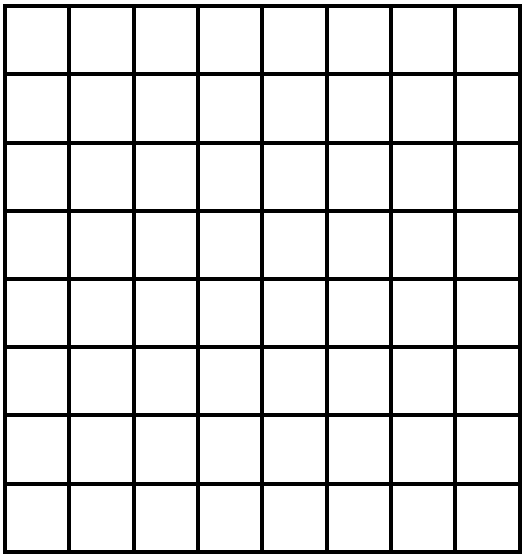
4. Join Three

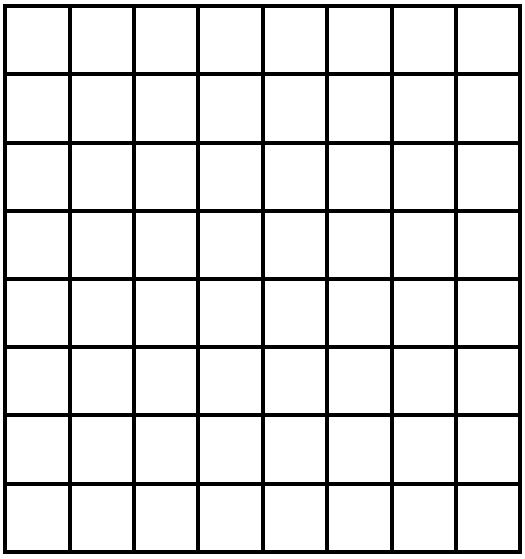


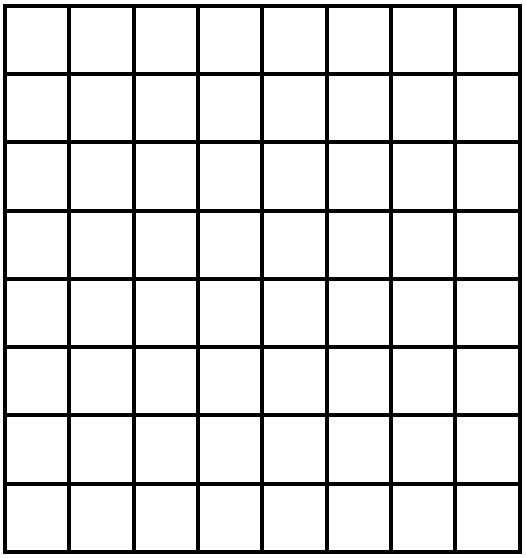
Join Three **2 Players**

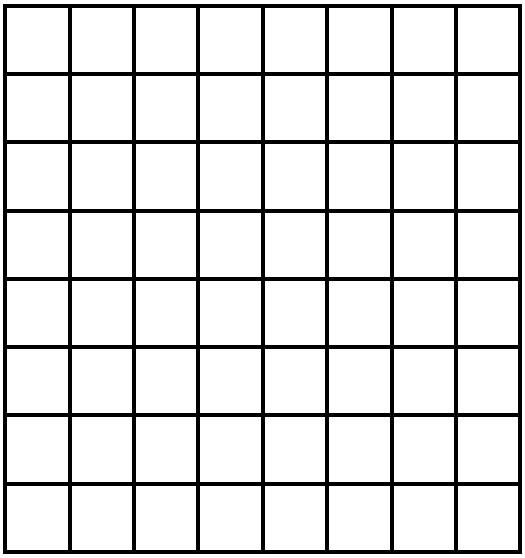
Each player uses a different colored pencil. Players take turns to color a circle.
The first player to color three joined circles is the winner.

5. Square Off



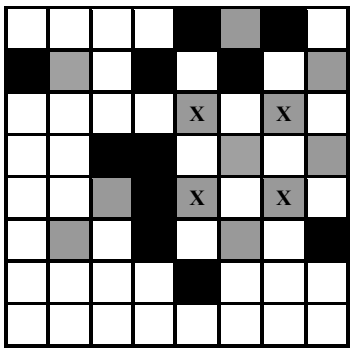




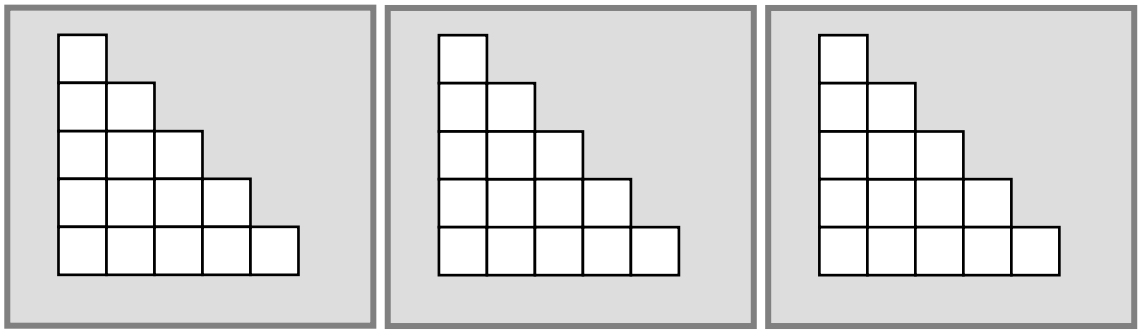


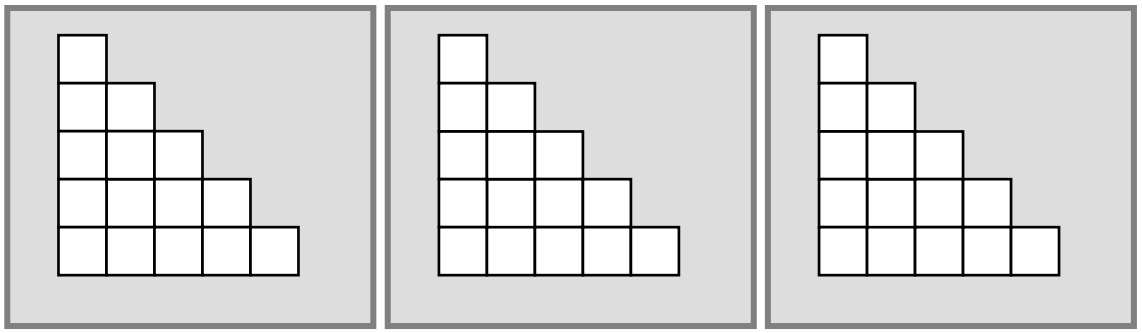
Square Off - a game for 2 players
Need – 2 different colored pencils or markers.

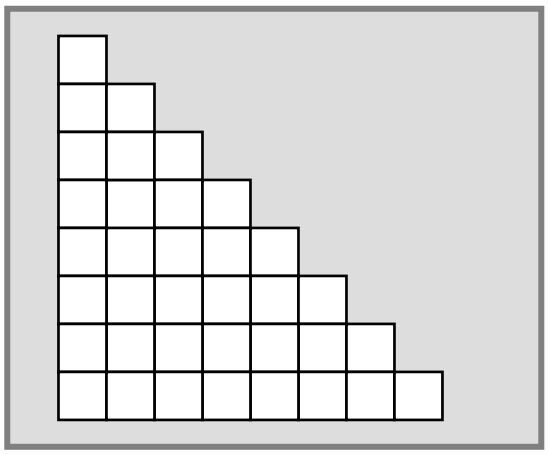
Each player has a different color.
Players take turns at coloring a square.
The first player to color the 4 corners of a square of any size is the winner. Grey is the winner in the game shown.

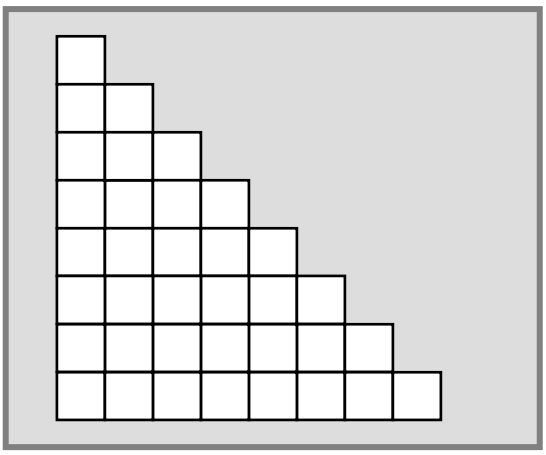


6. Steps







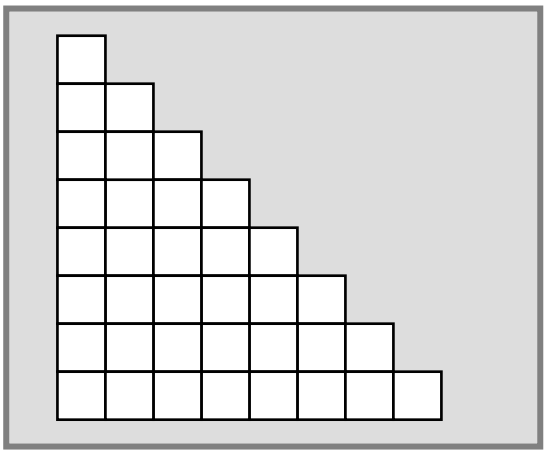


Steps
a game for 2 players

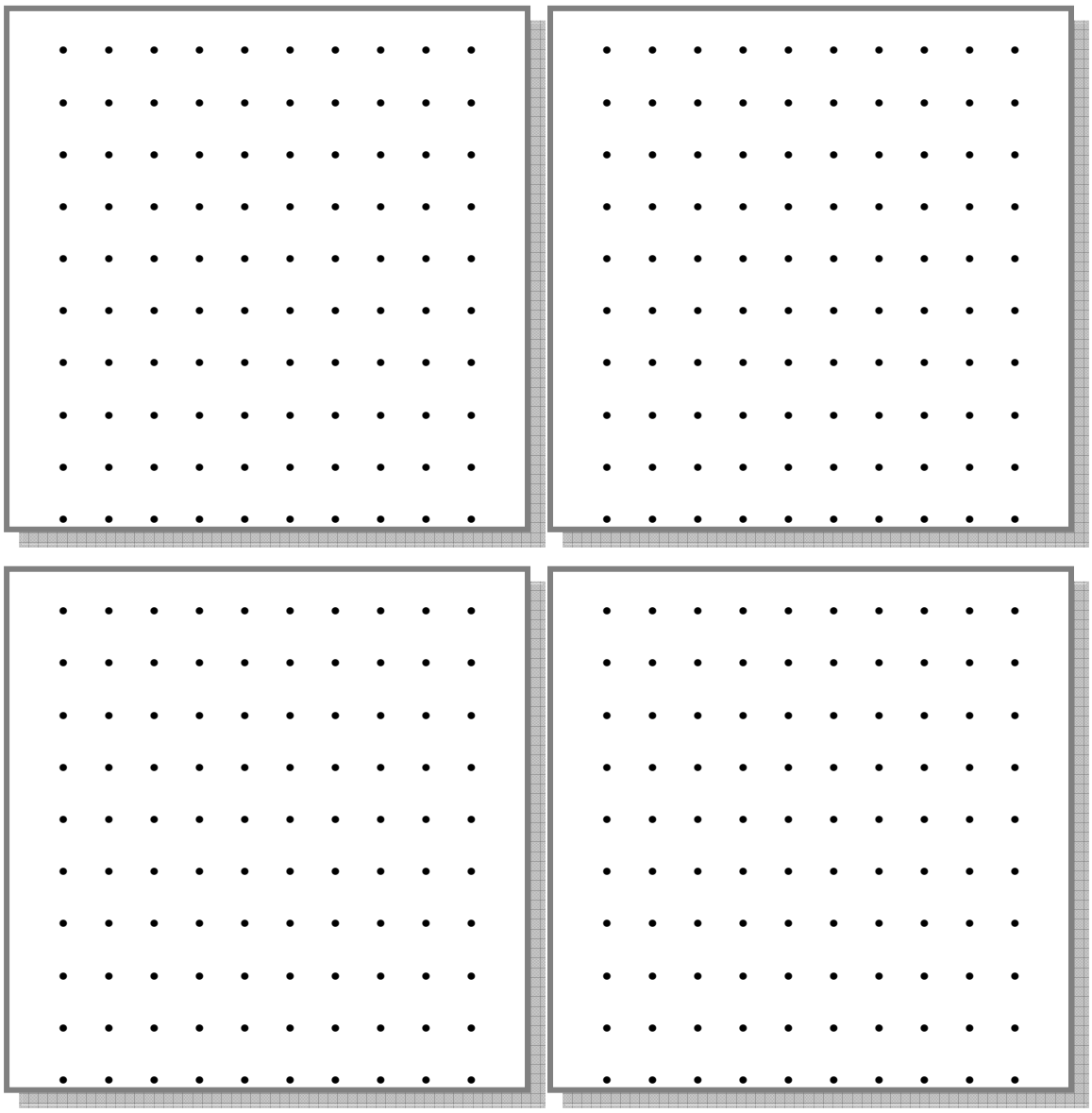
Players take turns to draw a cross in 1, 2 or 3 squares in a row on their turn.

A player can only draw crosses in one row on his turn.

The player to draw the last cross is the loser.



7. Dice Fences

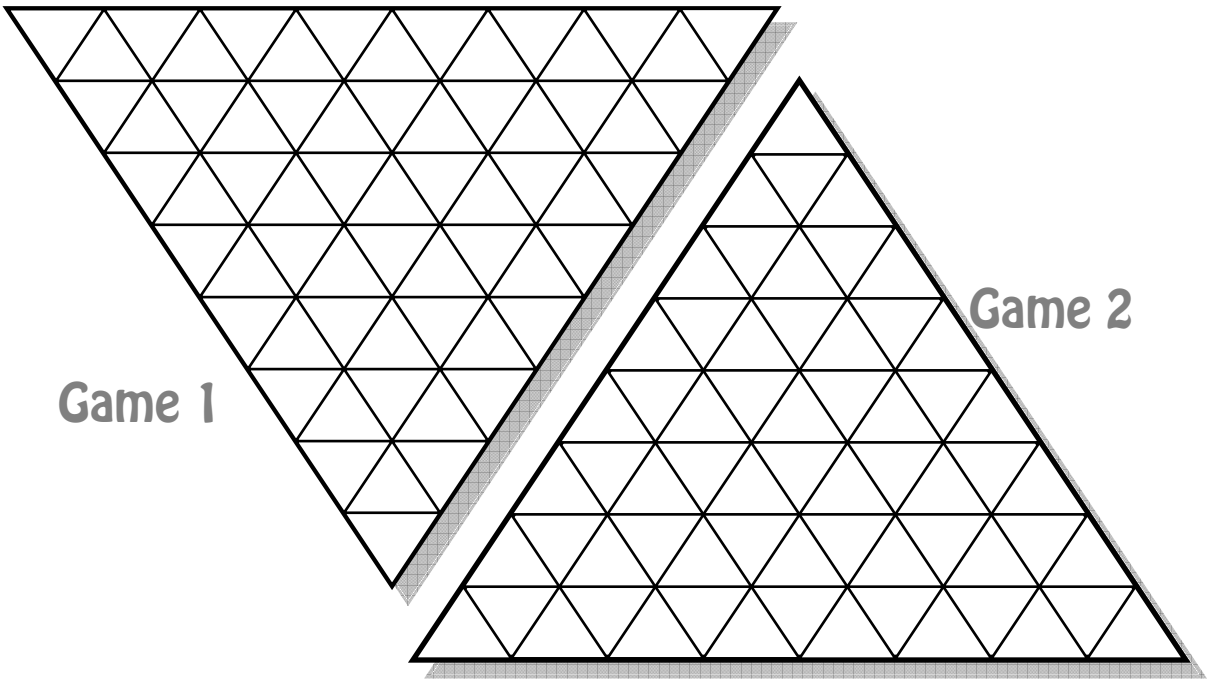


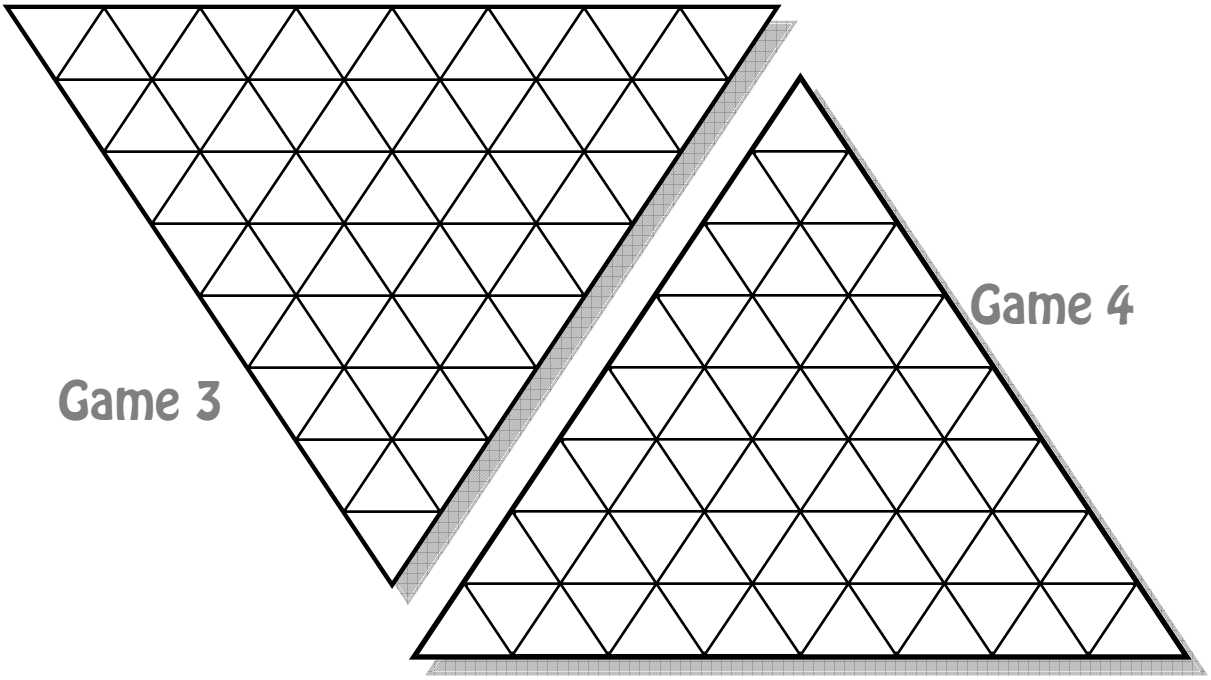
Dice Fences

a game for 2 players **Need – 2 different colored pencils, dice**

Each player uses a different colored pencil or marker.
Players start on opposite sides and try to draw a path to the other side by joining dots.
Each player takes turns to throw the dice. The number shown on the dice is the number of lines that the player draws for his turn. A line is drawn by joining 2 dots. (dots must be next to each other, only use lines that go across or down not diagonally).
Each line that a player draws in one turn must change direction. (2 horizontal lines cannot be drawn one after the other in one turn). If a player throws 3 he might draw a horizontal line, vertical line, horizontal line.
Each line that they draw must join onto the last line that they drew.
The first player to reach the other side or to completely block the other player is the winner.

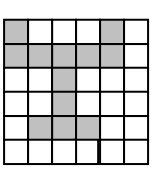
8. Triangles





Triangles **2 players** **Need – 2 different colored pencils**
Each player uses a different colored pencil. Take turns to color a small triangle. When all triangles have been colored, the winner is the person who has colored the largest triangle in his color.

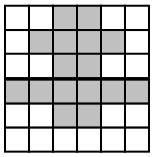
9. Monster Symmetry



Monster Symmetry

2 players **Need – 2 different colored pencils**

Each player uses a different color. Take turns to color a square all the time trying to make the largest symmetrical shape that you can. Play until all squares have been covered. The winner is the player who makes the symmetrical shape that covers the most squares. All squares in the shape must be joined by at least one side to another square in your shape (not by a corner only).



10. Big One Wins

Game 1

6	3	2	3	1
1	7	8	9	7
5	1	6	2	8
4	2	4	0	3
5	9	4	0	5

Player 1 Number _____
Player 2 Number _____
Winner _____

Game 2

1	0	7	5	7
9	3	8	4	3
2	7	2	6	6
8	4	1	5	8
2	1	5	6	9

Player 1 Number _____
Player 2 Number _____
Winner _____

Game 3

9	1	3	9	8
2	9	4	2	1
6	3	8	7	6
4	7	0	1	7
8	0	5	5	2

Player 1 Number _____
Player 2 Number _____
Winner _____

Game 4

2	6	5	9	9
9	0	3	2	8
2	4	4	5	1
9	8	8	0	3
2	8	2	0	6

Player 1 Number _____
Player 2 Number _____
Winner _____

Game 5

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

Player 1 Number _____
Player 2 Number _____
Winner _____

Game 6

5	1	4	0	5
4	1	4	0	3
7	9	9	3	4
7	3	4	6	3
1	7	7	5	7

Player 1 Number _____
Player 2 Number _____
Winner _____

Game 7

1	5	2	6	1
7	9	1	3	3
2	6	6	4	8
8	5	4	0	3
2	6	4	3	5

Player 1 Number _____
Player 2 Number _____
Winner _____

Game 8

3	3	6	0	7
6	8	3	1	2
1	2	5	7	6
2	0	4	4	8
9	4	8	7	7

Player 1 Number _____
Player 2 Number _____
Winner _____

Big One Wins
2 players
Need – 2 different colored pencils

Each player uses a different color. Take turns to circle a digit. When all digits have been circled, find the largest number you have made by finding 2, 3, 4 or 5 of your colored numbers in a row, e.g.

(6) (4) (7)

makes 647.

11. Roll and Write – 3 digits

2 players **Need – dice**

Each player rolls the dice 3 times. After each throw the player writes the digit for the number on the dice on a line of their choice. Once you have written a number it can't be changed to another place.

When each player has had 3 turns and written 3 numbers, they each read the number they have made. The player with the largest number is the winner. 4 5 6 5 6 2 (562 is the winner.)

Roll and Write – 3 digits	Name _____	Name _____	Winner is ….
Game 1	__ __ __	__ __ __	
Game 2	__ __ __	__ __ __	
Game 3	__ __ __	__ __ __	
Game 4	__ __ __	__ __ __	
Game 5	__ __ __	__ __ __	

Roll and Write – 4 digits (Play the same way as above but throw the dice 4 times each.)

Roll and Write – 4 digits	Name _____	Name _____	Winner is ….
Game 1	__ __ __ __	__ __ __ __	
Game 2	__ __ __ __	__ __ __ __	
Game 3	__ __ __ __	__ __ __ __	
Game 4	__ __ __ __	__ __ __ __	
Game 5	__ __ __ __	__ __ __ __	

Roll and Write – 5 digits (Play the same way as above but throw the dice 5 times each.)

Roll and Write – 5 digits	Name _____	Name _____	Winner is ….
Game 1	__ __ __ __ __	__ __ __ __ __	
Game 2	__ __ __ __ __	__ __ __ __ __	
Game 3	__ __ __ __ __	__ __ __ __ __	
Game 4	__ __ __ __ __	__ __ __ __ __	
Game 5	__ __ __ __ __	__ __ __ __ __	

12. Higher or Lower

1. First choose a high and low number and write the numbers in the top of the game column. e.g. between 300 and 400,
   between 2500 and 2600,
   between 35, 600 and 35, 800.
2. Each player chooses a number between the 2 numbers and writes it on a piece of paper. (Don't show each other your numbers.)
3. Player 1 then tries to guess Player 2's number and writes it in the 1st column of game 1. Player 2 then writes a H if his number is higher or a L if his number is lower. Player 1 continues guessing until he guesses correctly.
4. Player 2 then has a turn at guessing the first players number.
5. The player who guesses in the least number of guesses is the winner of that game.

GAME 1				GAME 2			
Number between _____ and _____.				Number between _____ and _____.			
PLAYER 1		PLAYER 2		PLAYER 1		PLAYER 2	
GUESS	H/L	GUESS	H/L	GUESS	H/L	GUESS	H/L
1		1		1		1	
2		2		2		2	
3		3		3		3	
4		4		4		4	
5		5		5		5	
6		6		6		6	
7		7		7		7	
8		8		8		8	
9		9		9		9	
10		10		10		10	
11		11		11		11	
12		12		12		12	
13		13		13		13	
14		14		14		14	
15		15		15		15	

13. Pairs – Total 8, 9 or 10

Game 1 Name _____ Total____
Name _____ Total____

2	5	7	3	1	8	2
6	2	1	5	5	0	4
4	8	1	4	3	6	3
5	1	6	6	3	0	7
2	0	2	5	1	4	2
3	1	8	0	7	2	9
3	7	2	4	2	8	1

Game 2 Name _____ Total____
Name _____ Total____

1	6	3	3	0	8	1
5	3	3	7	4	2	6
5	4	2	4	3	7	3
4	3	5	7	2	0	8
3	6	3	5	1	7	0
2	2	7	3	6	4	9
4	8	1	8	2	7	1

Game 3 Name _____ Total____
Name _____ Total____

5	2	6	4	2	5	3
1	6	3	4	5	2	7
5	7	2	6	3	7	1
4	2	6	5	3	3	7
2	0	9	8	6	5	3
7	1	8	0	2	2	9
3	7	2	9	2	8	1

Game 4 Name _____ Total____
Name _____ Total____

8	5	3	7	9	2	8
6	2	9	5	5	4	6
4	8	1	4	3	6	3
5	0	6	6	3	0	7
1	9	2	5	9	4	2
2	1	8	0	7	2	0
7	3	2	6	8	2	1

Pairs

a game for 2 players **Need – 2 different colored pencils**

To begin each player chooses the total that they will aim for. **Choose 8, 9, or 10.** (Both players can choose the same number but this makes the game more difficult.)
Players now take turns to color 2 adjoining numbers in the square that add up to their total. The two numbers must be joined along one side not corner to corner. e.g. If a players total is 8, the player could color 2 and 6 beside each other. The winner is the last one who is able to color a pair of numbers.

14. Pairs – Total 11, 12, 13 or 14

Game 1

Name _____ Total____
Name _____ Total____

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

Game 2

Name _____ Total____
Name _____ Total____

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

Game 3

Name _____ Total____
Name _____ Total____

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

Game 4

Name _____ Total____
Name _____ Total____

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

Pairs

a game for 2 players **Need – 2 different colored pencils**

To begin each player chooses the total that they will aim for. **Choose 11, 12, 13 or 14.** (Both players can choose the same number but this makes the game more difficult.) Players now take turns to color 2 adjoining numbers in the square that add up to their total. The two numbers must be joined along one side not corner to corner. e.g. If a players total is 8, the player could color 2 and 6 beside each other. The winner is the last one who is able to color a pair of numbers.

15. Three In A Row - Add

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

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

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

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

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

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

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

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

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

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

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

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

Three In A Row - Add

a game for 2 players **Need – 2 dice**

One player is **O**'s and the other is **X**'s. Players take turns to throw the dice and add the numbers together. The player then puts their symbol on that number. The first player to make 3 of their symbols in a row is the winner. If the number already has a O or X on it the player puts no symbol for that turn.

16. Three In A Row - Times

1	10	12	18	6
5	20	2	24	9
25	8	16	12	36
4	30	24	3	15

36	16	8	4	12
3	20	18	10	9
6	5	30	2	24
6	1	15	12	25

5	30	20	6	24
4	1	15	25	8
36	16	9	2	12
10	3	24	12	8

3	10	20	6	25
9	18	1	18	4
16	2	12	36	30
12	15	8	24	5

30	1	12	36	5
4	25	20	9	15
18	12	6	3	6
8	2	16	24	10

15	3	10	6	16
4	18	2	20	12
30	8	5	12	36
1	25	9	24	6

5	25	12	2	20
12	18	8	36	9
24	1	30	3	16
6	15	4	10	6

18	6	6	10	36
2	12	3	20	4
10	8	16	9	25
15	30	1	24	5

Three In A Row - Times

a game for 2 players **Need – 2 dice**

One player is **O**'s and the other is **X**'s. Players take turns to throw the dice and multiply the numbers together. The player then puts his symbol on that number. The first player to make 3 of their symbols in a row is the winner. If the number already has a O or X on it the player puts no symbol for that turn.

17. Full House

Player 1

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

Game 1

Player 2

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

Player 1

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

Game 2

Player 2

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

Player 1

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

Game 3

Player 2

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

Full House **a game for 2 players** **Need – 2 dice, pencils**

Players take turns to throw the 2 dice and add the numbers together.
A player then colors any combination of numbers that add to this number, e.g. if 4 and 5 are thrown, this adds to 9 so the player could color 1, 2 and 6 or the player could color 9.
If a combination adding to the number is not available, the player does nothing.
First player to color all of numbers in his house is the winner.

18. Throw Three

16	3	8	18
5	13	15	6
10	12	7	11
17	4	14	9

7	16	3	18
14	5	11	8
9	13	4	12
17	6	15	10

16	9	15	17
5	18	6	10
7	14	3	13
11	8	12	4

16	7	18	12
8	11	3	14
17	9	10	5
4	13	6	15

7	18	15	5
4	9	10	12
14	3	17	11
8	16	6	13

16	8	11	18
4	9	14	5
15	6	10	13
7	12	3	17

18	6	12	16
3	11	7	14
13	9	15	4
8	5	10	17

4	14	5	17
8	16	10	12
11	3	13	7
6	15	9	18

5	18	13	17
14	7	6	15
3	12	10	4
9	8	16	11

17	6	15	5
3	7	13	16
9	11	4	12
14	8	10	18

8	12	17	6
9	3	5	14
7	13	4	15
16	10	18	11

18	6	15	7
5	13	3	17
12	9	16	14
8	10	4	11

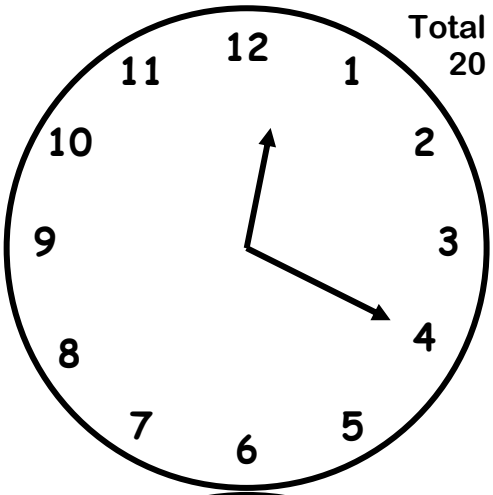
Throw Three

a game for 2 players **Need – 3 dice, 2 different colored pencils**

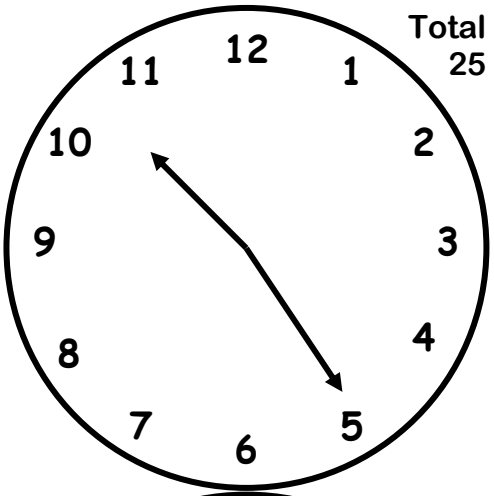
Players take turns to throw the 3 dice, then total the numbers shown on the dice, e.g. 3+2+6=11. The total number is then colored with this player's color.
The first player to color 3 squares in a row vertically, horizontally or diagonally is the winner.
If the total has already been colored the player misses this turn.
This game is like Tic Tac Toe and sometimes there will be no winner.

19. Race the Clock

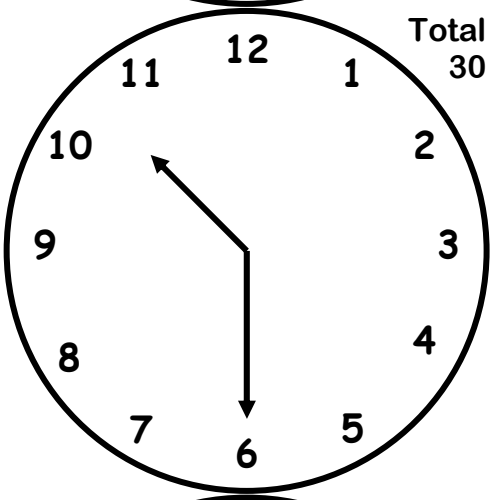
Total 20



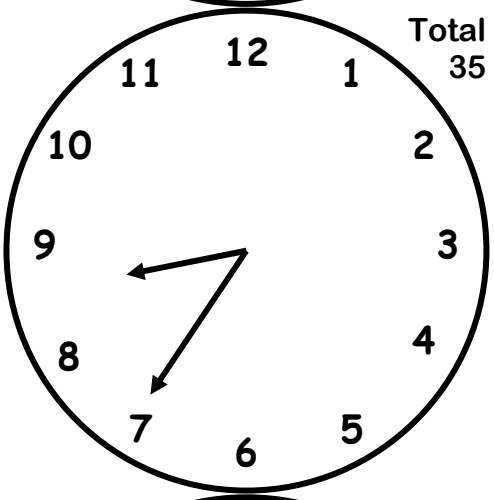
Total 25



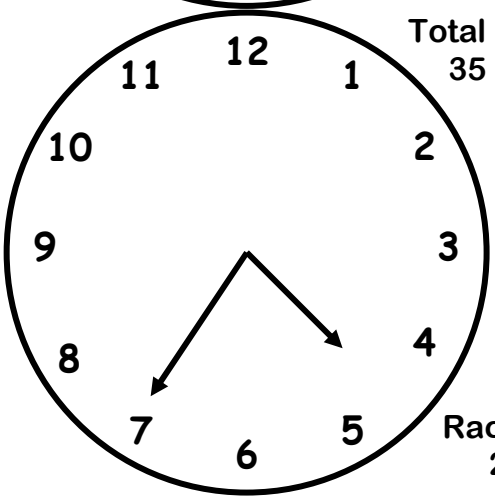
Total 30



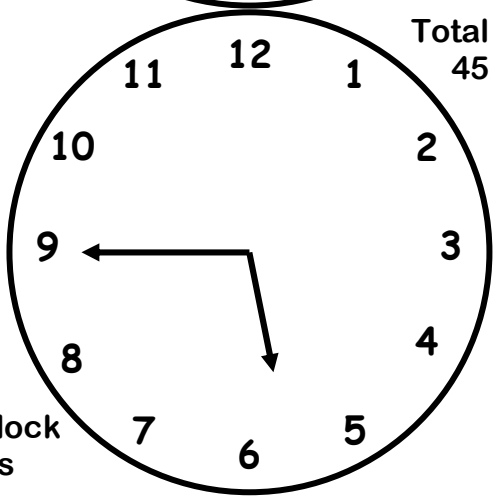
Total 35



Total 35



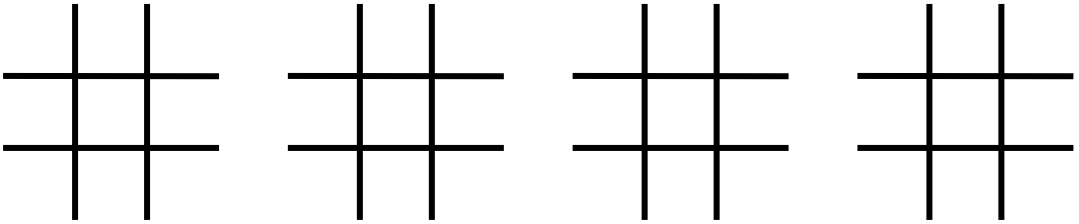
Total 45



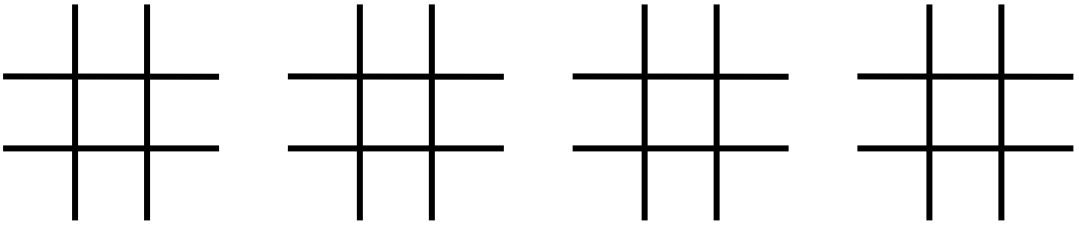
Race the Clock
2 players

One player is **O**,s and one is **X**'s. Players take turns to put O or X on a number on the clock. After all numbers have a O or a X, players add the value of the numbers they have covered. The player who is closest to the total for that game is the winner.
e.g, One player might cover 1, 3, 6, 7, 8, 10 – Total – 35.
Other player might cover 2, 4, 5, 9, 11, 12 – Total 43. If 40 is the total, the player with 43 would be the winner.

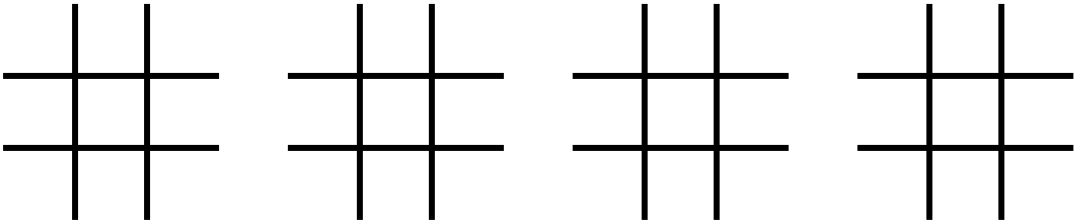
20. Tic Tac Toe



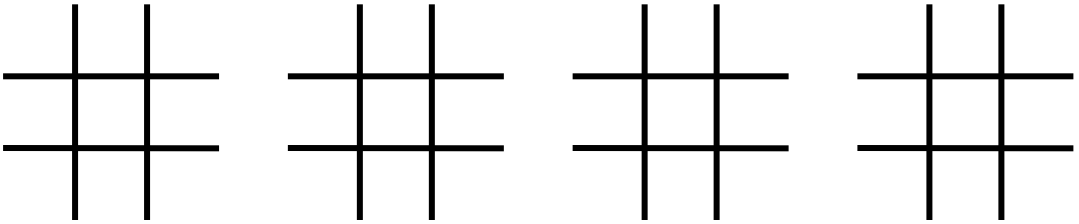
Winner- _____ **Winner- _____** **Winner- _____** **Winner- _____**



Winner- _____ **Winner- _____** **Winner- _____** **Winner- _____**



Winner- _____ **Winner- _____** **Winner- _____** **Winner- _____**



Winner- _____ **Winner- _____** **Winner- _____** **Winner- _____**

Tic Tac Toe – 3 Different Games to Play - a game for 2 players

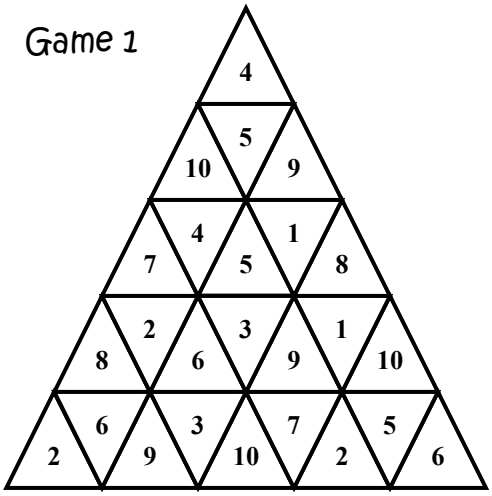
Total 15 - One player is odd numbers – 1, 3, 5, 7, 9; the other player is even numbers – 0, 2, 4, 6, 8. Take turns to write your numbers. Odd numbers start. Use each number only once. The first person to complete a line that adds up to 15 is the winner. The line can have both odd and even numbers.

Total 12 – Played as above but players have to total 12 instead of 15.

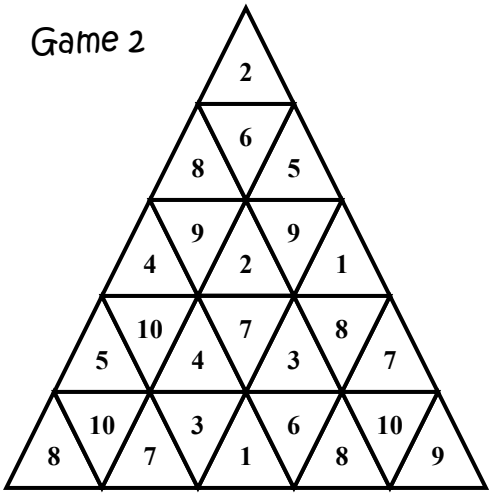
Odds and Evens – One player is **O**'s and one is **X**'s. Players take it in turns to throw a dice. If an even number is thrown the player has to put a **O**. If an odd number is thrown the player puts a **X**. **O**'s still has to try to make 3 **O**'s in a row and **X**'s still tries to make 3 **X**'s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

21. Surround

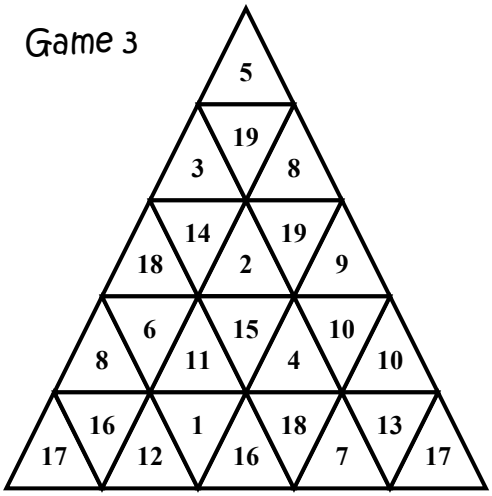
Game 1



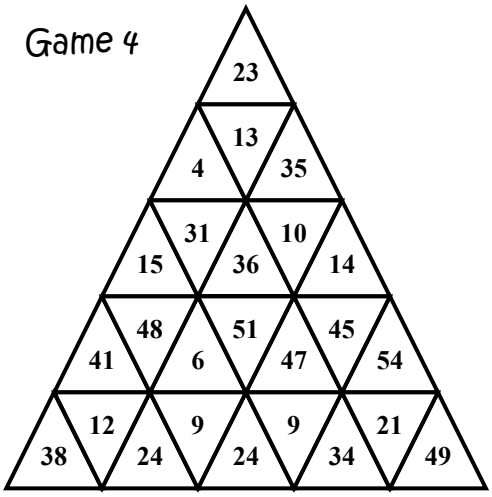
Game 2



Game 3



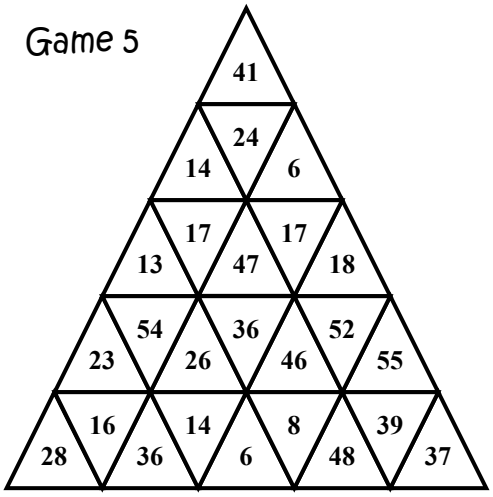
Game 4



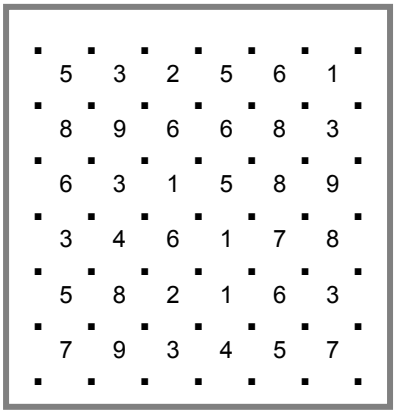
Surround - a game for 2 players

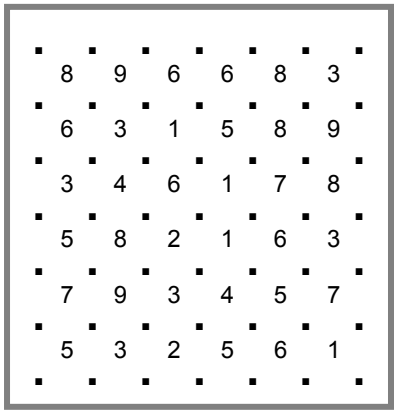
One player is **O**'s. The other is **X**'s. Players take it in turns to put their symbol on the side of a triangle. When a player has surrounded a number by having their symbol on the three sides of the triangle, the player records the number on a piece of paper.
When all sides of each triangle have been marked with O or X, the game ends and players total their scores. Highest is the winner.

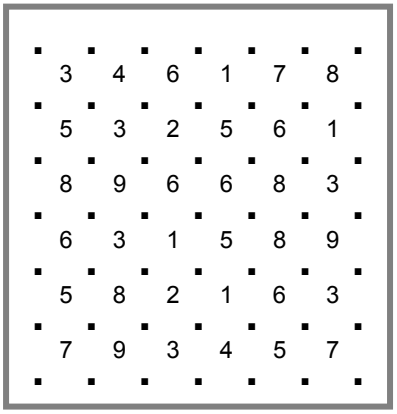
Game 5

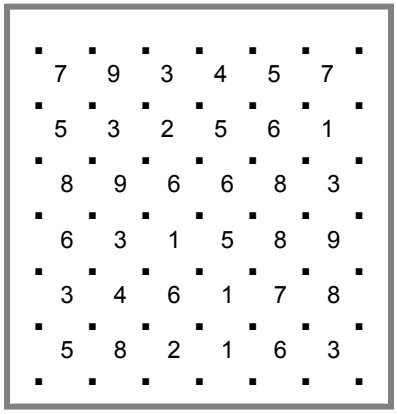


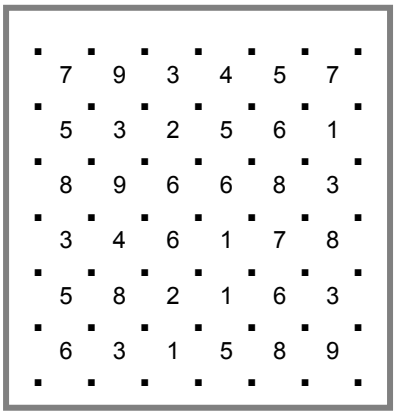
22. Number Dots











Number Dots

a game for 2 players

Each player uses a different colored pencil.
Players takes turns to join two dots with a line (dots must be next to each other, only use lines that go across or down not diagonally).
When a player puts in the 4th line to make a small square he draws a circle in his color around the number in the square. Then he draws another line.
As the grid fills up a player may be able to make many squares in one turn.
When all squares have been draw, the players add up the numbers they have circled. The winner is the person with the highest score.

23. Multiples Path 1

Color multiples of 2

34	30	22	37	33	21	45
35	13	38	25	23	43	27
5	9	24	19	31	41	56
14	6	20	36	48	28	32
18	3	16	17	15	26	29
8	7	12	11	39	34	44
2	4	10	17	15	21	33

Color multiples of 3

17	15	18	14	25	17	35
23	36	34	22	19	16	26
7	21	27	18	13	20	29
11	4	13	30	16	19	32
8	6	21	15	27	28	29
2	12	5	14	24	31	29
3	9	1	10	33	12	20

Color multiples of 4

18	48	24	12	32	33	23
38	17	28	31	15	21	30
10	32	16	13	18	44	16
11	40	14	19	34	24	22
7	24	8	9	48	20	23
3	5	20	6	12	21	25
4	16	12	28	36	27	26

Color multiples of 5

23	60	38	26	22	28	24
9	45	21	14	47	16	37
13	25	35	27	55	35	25
6	7	15	40	50	29	20
20	10	30	11	19	17	15
35	34	8	42	18	36	41
5	2	32	12	36	48	43

Multiples Path **2 players**

The first player colors the square in the bottom left corner. The next player colors a square beside or above this square but can only color a square that is a multiple of the starting number. Players take turns to color a square that joins the last square colored along a side. The winner is the last person who is able to color a square. Remember – You can only color squares that join along a side not corner to corner. You can only color squares that are a multiple of the starting number.

17	32	28	15	19	13
7	13	24	13	31	17
19	9	14	19	17	9
7	5	18	14	20	7
9	10	16	21	18	13
5	6	23	11	14	16
2	4	3	9	11	15

24. Multiples Path 2

Color multiples of 6

46	72	60	30	74	63	56
65	39	51	18	48	36	42
23	25	34	38	42	45	54
31	48	60	24	36	47	21
17	30	26	20	35	23	19
14	18	54	66	30	72	12
6	12	3	15	24	17	44

Color multiples of 7

57	63	52	54	42	67	43
40	28	77	21	28	41	64
25	56	47	26	30	59	70
18	35	27	46	63	35	49
35	42	21	49	70	29	62
14	23	16	36	14	34	44
7	24	31	20	56	22	45

Color multiples of 8

34	47	54	76	88	80	48
66	67	50	31	85	62	24
33	26	44	96	72	56	16
28	32	25	19	45	88	30
13	16	14	72	49	32	47
40	24	64	16	48	56	22
8	10	23	17	20	24	80

Color multiples of 9

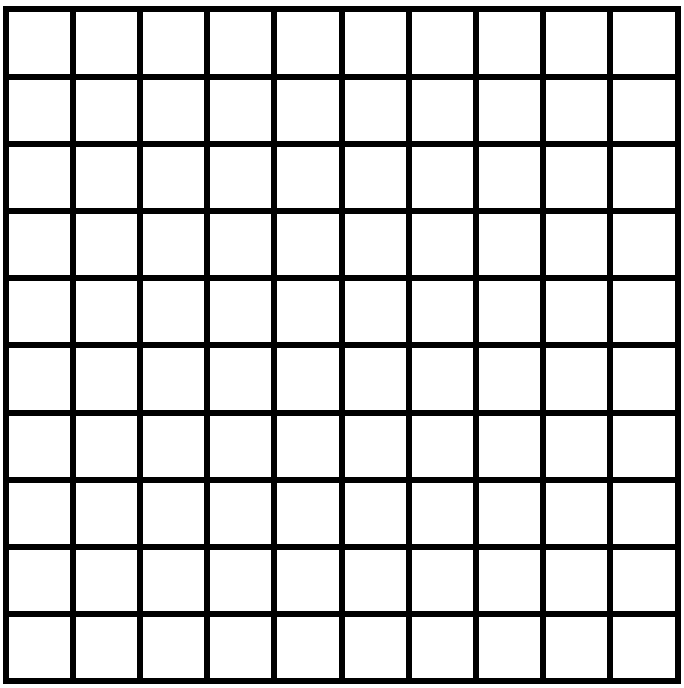
47	41	81	31	34	65	68
36	72	90	44	59	41	57
18	32	62	34	58	31	64
63	23	39	51	33	55	49
27	54	99	25	30	72	11
45	16	27	26	48	81	29
9	12	45	54	36	63	19

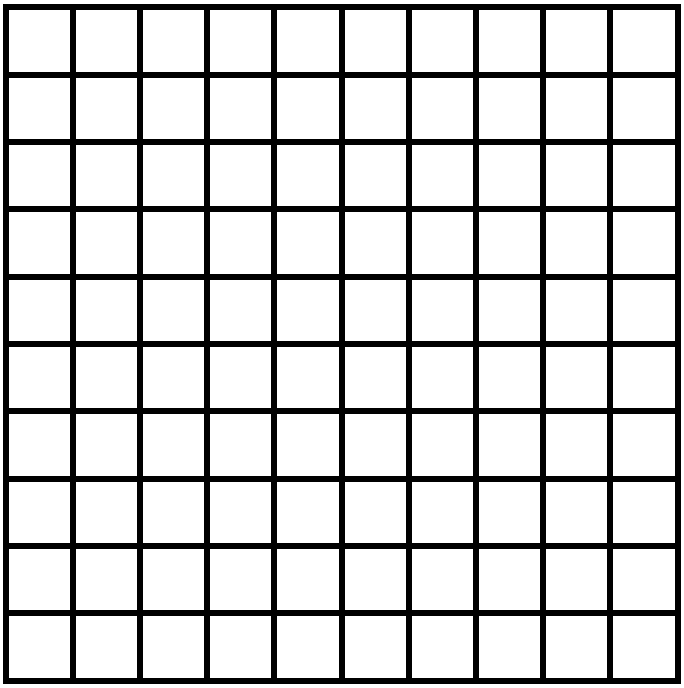
Multiples Path **2 players**

The first player colors the square in the bottom left corner. The next player colors a square beside or above this square but can only color a square that is a multiple of the starting number. Players take turns to color a square that joins the last square colored along a side. The winner is the last person who is able to color a square. Remember – You can only color squares that join along a side not corner to corner. You can only color squares that are a multiple of the starting number.

17	32	28	15	19	13
7	13	24	13	31	17
19	9	14	19	17	9
7	5	18	14	20	7
9	10	16	21	18	13
5	6	23	11	14	16
2	4	3	9	11	15

25. Battleships

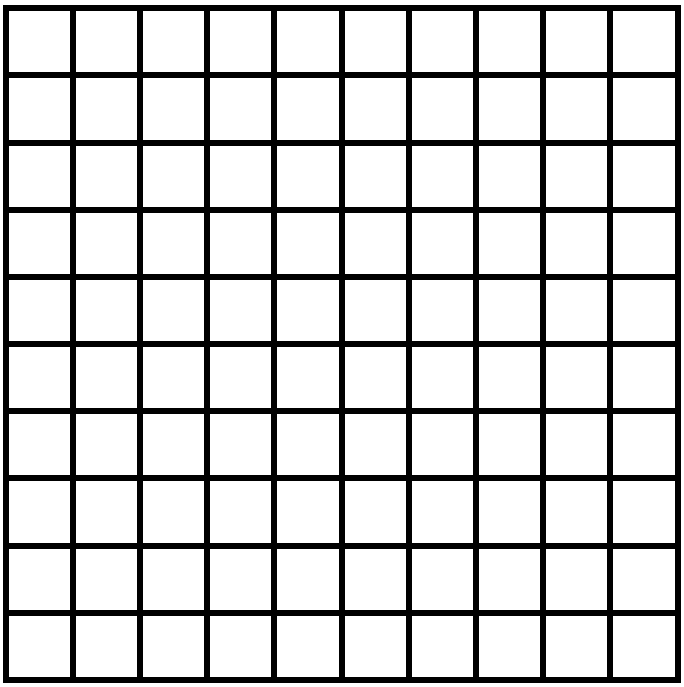


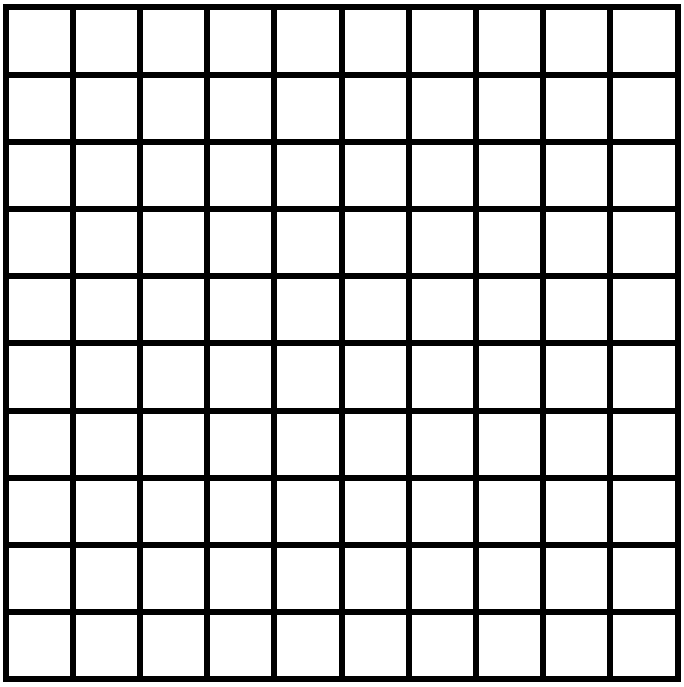


Battleships
A game for 2 players.
Each player needs a copy of this page.
Label A-J along the bottom and 1-10 down the left side of both grids.
Each player marks in their ships on the top grid.
- 1 battleship (4 squares long)
- 2 cruisers (3 squares long)
- 3 destroyers (2 squares long)
- 4 submarines (1 square).

Use B's, C's, D's and S's. No two vessels may touch.
Players take turns to try to hit the opponent's fleet by calling out a grid coordinate, e.g. H4.
Keep a record of what is called on the empty grid.
Players tell if it is a miss or a hit. If it is a hit tell the type of vessel.
Players put a X on their fleet when it is hit. Players mark their hits on the enemy with a letter to show the type of vessel. Misses can be marked with a **O**.
First person to destroy the enemy's fleet is the winner.

26. Pirates



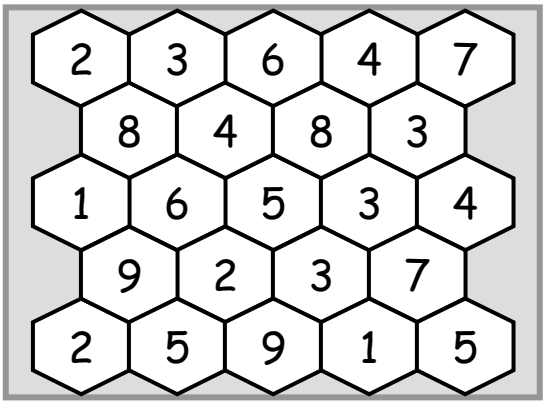


Pirates
A game for 2 players
Each player needs a copy of this page.
Label A-J along the bottom and 1-10 down the left side of both grids.
Each player marks 2 treasure chests on their top grid. A treasure chest is 3 squares by 3 squares. (Draw the outlines.)
The players then put their treasure into the treasure chests. Each player has
- 4 pearls (put P in 4 squares)
- 3 rubies (put R in 3 squares)
- 2 emeralds (put E in 2 squares)
- 1 diamond (put D in 1 square)

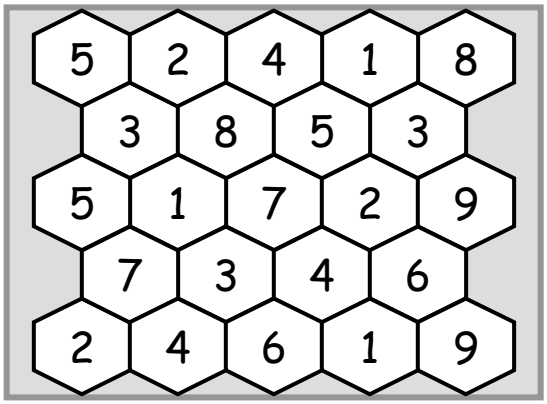
Spread the treasure over the 2 treasure chests. All treasure must be inside a treasure chest.
Players take turns to try to find the opponent's treasure by calling out a grid coordinate, e.g. H4. Keep a record of what is called on the empty grid.
Mark X when you miss and P, R, E or D when you find a piece of treasure.
Players put a X on their own treasure when it is found.
The first person to find all of the opponent's treasure is the winner.

27. Twenty-Seven

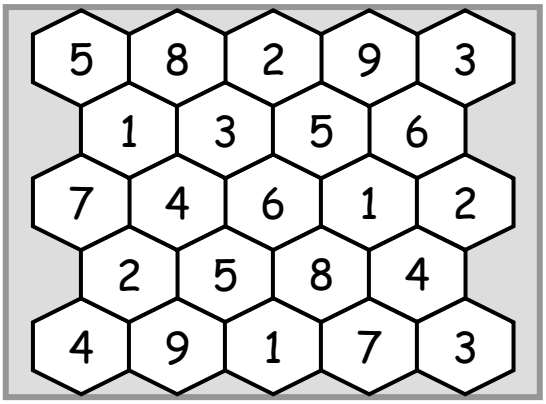
GAME 1



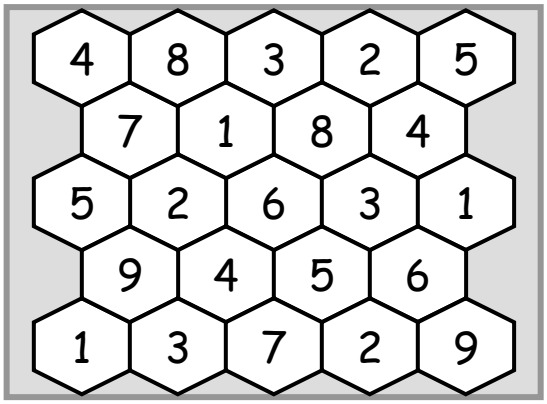
GAME 2



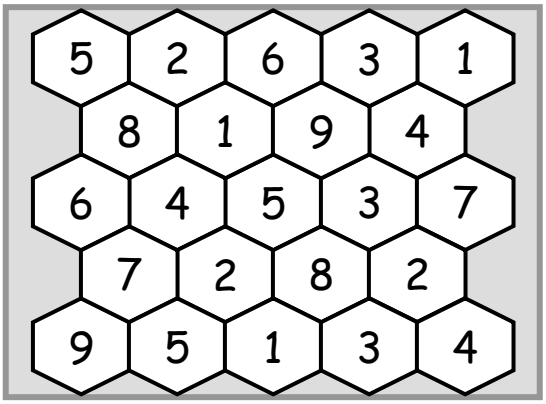
GAME 3



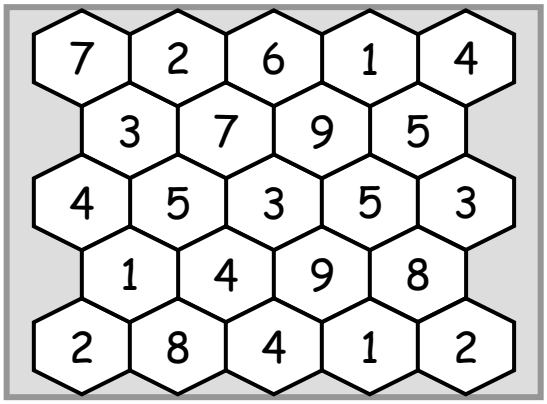
GAME 4



GAME 5



GAME 6



Twenty-Seven

2 players

The first player colors a hexagon.
The second player colors a hexagon that joins to the first one.
This player adds this number to the first number and says the total.
Players take it in turns to color a hexagon that joins to the last one colored and add the number to the previous total.
The first player to reach exactly 27 is the winner. If a player goes over 27 they lose.
If a player colors a hexagon and this blocks the other player from having a go they also lose.