

Games instructions



Many children remember what they see much more easily than what they hear.

The FunKey Times Tables cards are full of visual clues to help children remember their times table facts. The more they use the cards, the more familiar the cards become. Once they can visualise a card, the facts are at their fingertips.

So, even games which don't focus directly on times table facts will be helping children learn their times tables.



The games which follow help with a range of mathematical skills including

- Reading numbers
- Ordering numbers
- Identifying odd and even numbers
- Identifying common factors
- Identifying square and prime numbers
- Rounding to 10
- Times tables

Games 1-5 are aimed at children in **Key Stage 1**

Games 6-12 are aimed at children in **Key Stage 2**



Games instructions

1. Slap Bingo

3+ players 

(Reading numbers, understanding more than, less than)

Level 1 (reading numbers)

Lay out 10 cards face up. One player shouts a number. Other players race to slap the card. The player who slaps it first keeps it. The person with the most cards at the end wins.

Level 2 (1 more than, 1 less than)

As above, but this time players get a prompt such as

1 more than...

1 less than...

Level 3 (10 more than, 10 less than)

As above, but this time players get a prompt such as

10 more than...

10 less than...

2. 1-2-3 Grab!

2+ players 

(Reading/ordering numbers)

Place the cards face down. Someone shouts "1-2-3 Grab!" All players grab a card. The highest card wins. The player with the highest card takes the cards from other players. Play again. The person with the most cards at the end of the game wins.

3. Piggy in the Middle

2+ players   +

(Ordering numbers)

Place all the cards face down. Each player chooses three cards and lays them out in order (lowest number on LH side, highest on RH side). Each player finds their middle card. The player with the highest middle card wins. 1 point per win. 3 points if the winning middle card is a square number.

Start off by playing with 3 cards each. Make the game harder by increasing the number of cards each player takes. Always take an odd number.

4. Hold the Line

2+ players   +

(Ordering numbers)

Place about 15 cards face down on the table. All players pick one card. The player with the highest product (middle number) takes the cards from the other players and creates a numberline with them, leaving gaps to show where there are missing numbers.



Now players take it in turns to pick another card. If the card is lower than the highest card in the number line that player slots it in to the number line.

If the card is higher than the highest card in the number line, that player takes all the cards already in the number line and rebuilds the number line for themselves.

The winner is the player who controls the number line after the last card has been picked.

5. Odds and Evens

2+ players +

(Identifying odd and even numbers)

Level 1: Sorting

Shuffle the pack then split fairly between the players. Each player sorts their cards into odd and even piles. The player with the most odd cards wins. Repeat. First to three wins.

Level 2: Predicting

Shuffle the pack then place all cards in a pile face down. Players take it in turns to turn over a card, but before they do so, they predict whether it will be odd or even. If they predict accurately they keep it. If not it goes in the discard pile.

When all the cards have been turned over the player with the most cards wins.

Idea: There are 20 odd and 39 even cards. If children notice this imbalance, encourage them to investigate why. (See our website for more on this.)

6. Slap

3+ players +

(Fun way to test tables!)

Place 15 cards face up. One person shouts out a multiplication question the answer to which is one of the products on the table. For example for 15, they could shout "5 x 3" or "3 x 5". The other players try to slap the card that shows the answer. The first person to slap the card wins it and takes it. The person with the most cards at the end wins.

7. Snap

2+ players  +

(Spot common factors)

Play Snap. A snap is made by any consecutive cards that share a common factor. You can play at two levels.

Level 1: to make a snap, two consecutive cards must show the common factor.

Level 2: any consecutive products with a common factor, whether or not shown on the card, make a snap. In other words 63 and 18 would make a snap because both have 3 as a factor, even though 3 is not shown as a factor on card 63.

In Level 2, exclude 1 and 2 as common factors, otherwise it is too easy to make a pair, because 1 is a common factor to all integers (whole numbers) and 2 is a common factor to all even numbers.

8. Pairs

2+ players  +

(Gentle way to focus on factors)

Place 20 cards face down. The aim of the game is to find pairs of cards that share a common factor.

Take turns to pick two cards. If they share a common factor, take the pair and have another go. Fill the gaps with new cards. If there is no common factor, turn the cards over again. Play passes to the next player.

Exclude 1 and 2 as common factors, otherwise it is too easy to make a pair, because 1 is a common factor to all integers (whole numbers) and 2 is a common factor to all even numbers

9. Squares and Primes

2+ players  

(Get to know your squares and primes)

In this game, players are trying to collect as many cards as possible to win the game. The cards start in a pack face down between the players.

Player 1 starts by turning over the first card and putting it face up on the table. As they do this, they say any times table fact which they can make from the card. Player 1 then takes another card, says a times table, and puts it on their pile. They carry on until one of the other players stops them or they turn over a prime number.

The other players can stop Player 1 by spotting square numbers. When Player 1 turns over a square number, any of the other players can shout out the times table fact which gives rise to the square number.

For card 36, another player would need to shout: 6 sixes are 36! BUT, if Player 1 is quicker and shouts out a different times table fact for 36, then they retain the play.

If Player 1 turns over a prime number, then Player 1 can ask any of the other players for the number of cards shown on the prime number card. Play then passes to that player.

When someone turns over the card for 2, any player can shout "Even Prime!" (2 is the only even prime number). Whoever shouts this first, can claim 2 cards off each of the other players, and two cards off the pile.

Continue until all the cards have been turned over. The winner is the one with the most cards in the pack.

10. Claim or Reject

2+ players  

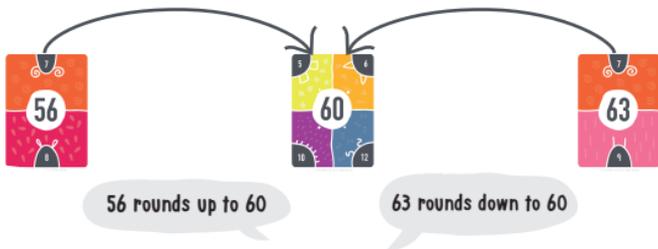
(Practise rounding to 10)

Level 1

Find all the multiples of 10. Share them equally between the players. Place the rest of the cards face down in a pile. Players lay out their cards face up in a vertical column. They then take it in turns to turn over a card from the pile.

If the card they turn over rounds to one of their multiples of 10 they can keep it. If it doesn't, they put it on the discard pile. If a card rounds up to a multiple of 10, they place it on the left of the multiple of 10. If it rounds down, they place it on the right. As they lay the card they should say: "...rounds up to..." or "...rounds down to..."

When all the cards have been turned over, the player with the most cards wins.



Level 2

As above but if a player turns over a prime or a square they must keep it, but it counts as 1 point against their total.

Level 3

As for Level 2, but before a player takes a card off the pile, they say "Claim" or "Reject".

If a player says, "Claim"

1. they keep any prime or square number (bad news!)
2. they keep any card which rounds to their multiples of 10 (good news!)
3. an opponent takes the card if it rounds to one of their cards (bad news!)

Claim or Reject (cont.)

If the card doesn't belong to any player, it goes on the discard pile.

If a player says, "Reject," the card goes straight onto the discard pile.

When all the cards are gone from the pile players work out their scores.

Players should agree on the scoring system at the start of the game. This is a good way to practise target times tables. Here is one suggestion:

- 8 points for every card held except primes and squares
- 7 points deducted for every square number
- 6 points deducted for every prime number

11. FunKey Rummy

2+ players   +

(Identifying squares, primes and consecutive multiples)

The idea of this game is to be the first person to lay down all their cards.

To lay down cards, players must collect sets. Sets are made up as follows:

- Three or more square numbers
- Three or more prime numbers
- Three or more consecutive multiples of any times table

Each player is dealt 7 cards. The rest of the cards go face down in a pile on the table.

The top card is turned over and placed on the discard pile.

Players take it in turns to pick up and discard one card. They can either pick up the top card on the discard pile, or the top card on the other pile. If the player wants to keep the new card, they must discard one of their old cards.

To win, a player will usually create a set of 3 and a set of 4 cards. But it is possible to win with a set of 7 cards!

12. FunKey Uno

2+ players 

(Identifying common factors, squares and primes)

Deal seven cards to each player. Players hold their cards hidden from other players. The rest of the cards go face down in a pile and the first is turned over and forms the discard pile.

The aim of the game is to be the first player to lay all their cards on the discard pile. Players take it in turns to lay cards down. To lay a card down on the discard pile, a player must identify a common factor or common property between the card on the top of the pile and one or more of their cards.

Examples

If the top card is 15, a player can choose to lay down cards showing 3 as a factor OR 5 as a factor.

If the top card is 16, a player can choose to lay down cards showing 2 as a factor OR 4 as a factor OR 8 as a factor OR any square numbers.

If the top card is 7, a player can choose to lay down cards showing 7 as a factor OR any prime numbers.

Where a player has more than one card to lay, they should think carefully about the order they lay the cards. The more factors a card has, the easier it is for the next player to lay a card. So if a player was laying two cards, 15 and 18, it would be tactical to lay 15 last.

Where a player cannot lay a card, they must pick up a new card from the pile.

When a player only has 1 card left, they shout "FunKey Uno!" to warn the other players they are ready to go out.

The first player to lay all their cards wins. The game can continue until other players have laid their cards.