Basic Facts Games

Learning Intention:

To make your own Basic Facts game for the colour you are working on.

Important information:

•We have included lots of other games to give you different ideas

• If you would like, feel free to play some of these other games

•There is an overview on the next page of different areas that come under each different level

•If your child is unsure of their level, feel free to pick the level they would like to make a game for

Basic Facts Progression Overview

First 1 – Black

- Addition and subtraction to 5   Adding and subtracting zero
- Doubles and halves to 10

First 2 – Yellow

- Addition and subtraction to 10   Adding and subtracting one
- Doubles and halves to 20   Make 10/100   Teen facts
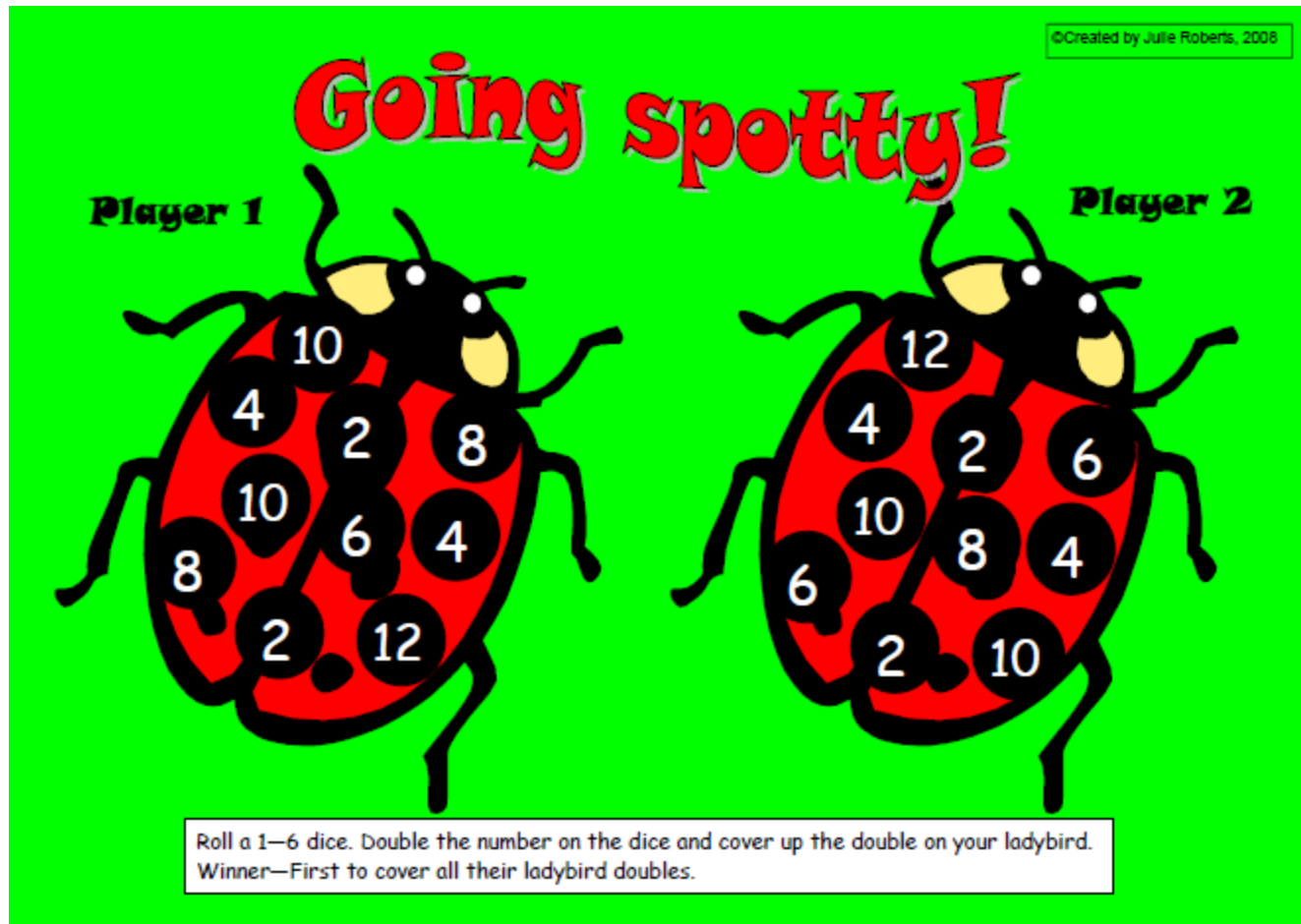
First 3 – Red

- Addition and subtraction to 20   Add and subtract tens and hundreds
- Doubles and halves to 40   Add and subtract 3 or 4 numbers within 20
- 2, 5, 10 then 3 and 4 times tables and division facts

Second 1 – Blue

- 6, 7, 8 and 9 times tables and division facts
- Add and subtract 2/3 digit numbers when one is a multiple of 10/100
- Doubles of tens, hundreds and thousands

Black Level Games

Materials

- 'Roll a Fact' game board (refer to attached sheet) between two – four children
- Counters (2 – 4 different colours depending upon number playing) and a six-sided dice
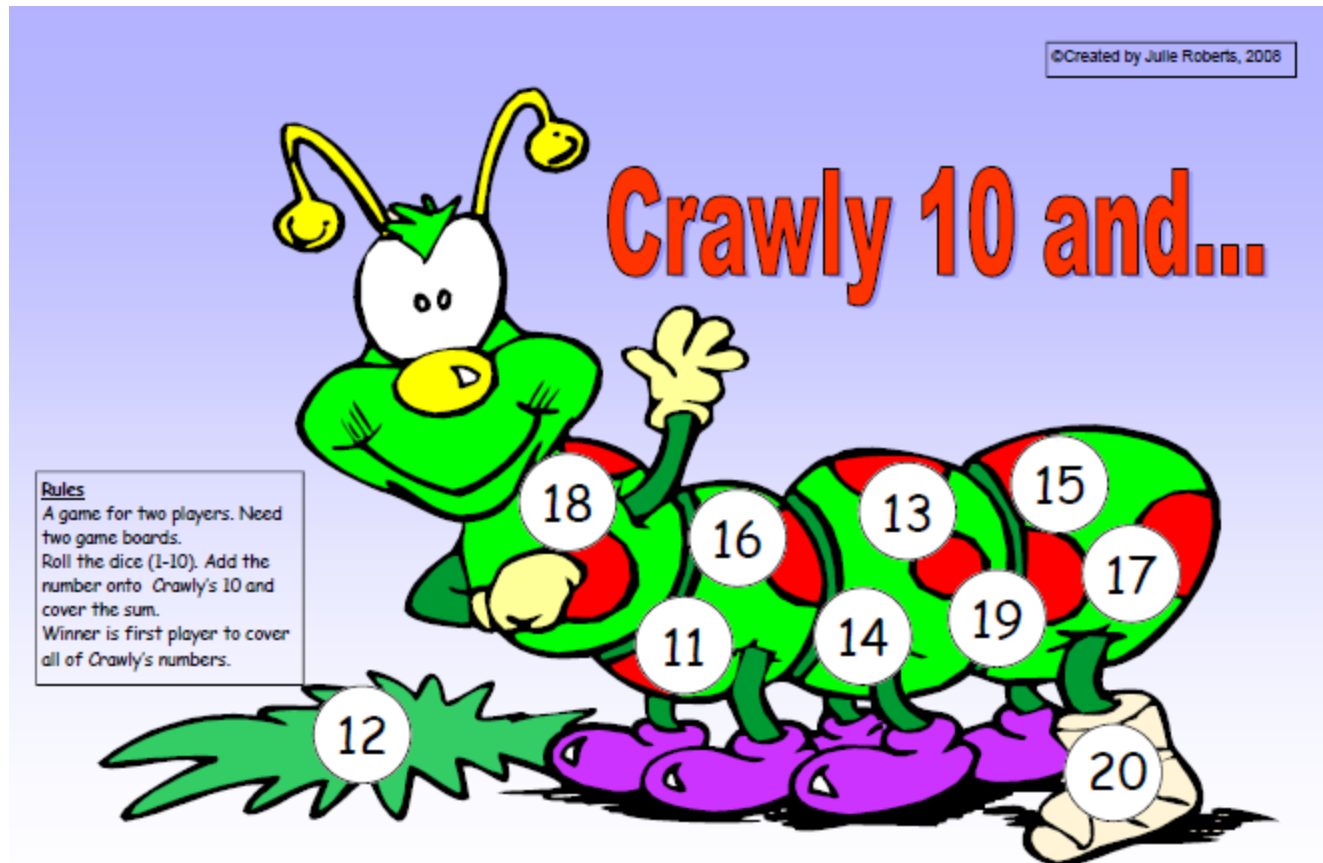
Method

- A child rolls the dice and looks down the column corresponding to the dice number
- The child recalls a basic fact correctly from the column then they place a counter on top of that basic fact
- If a child doesn't know a basic fact or is incorrect then a counter isn't placed on top.
- The winner is first to get four in a row (horizontal, vertical, diagonal)

Easy Roll a Fact to 5

1	2	3	4	5	6
5 + 0	2 + 2	4 + 1	3 + 1	4 + 0	1 + 4
1 + 1	0 + 4	2 + 0	3 + 2	2 + 2 + 1	3 + 0
1 + 2	3 + 2	1 + 2 + 2	1 + 0	2 + 2	2 + 1
2 + 3	2 + 1	1 + 3	0 + 5	4 + 1	0 + 3

Yellow level

I am half of?

I am ½ of 10

I am ½ of 2

I am ½ of 18

I am ½ of 16

I am ½ of 8

I am ½ of 14

I am ½ of 6

I am ½ of 20

I am ½ of 12

I am ½ of 4

I am ½ of 8

I am ½ of 10

I am ½ of 16

I am ½ of 18

I am ½ of 12

I am ½ of 14

To play game you need:
1—10 dice and 6 counters each

1. Roll the dice and find the kiwi that matches the number on the dice.
2. If you can't place a counter then you miss a turn.
3. Players take turns.
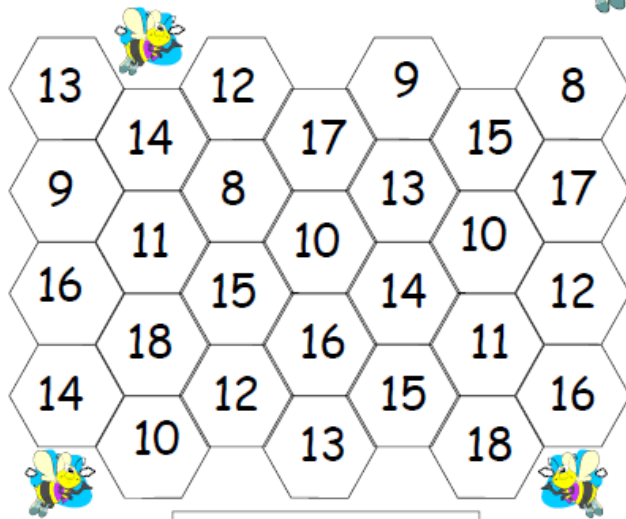4. Winner is first player with 6 counters on board.

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Red Level

Buzzy Take from 20

You will need: Counters and two 1—6 dice

Game for two—three players:
- Roll the dice and add the two numbers together. Take this sum away from 20 and cover a 'number comb'.
  eg. Roll 5 and 8 so 5 + 8 = 13 so 20—13 = 7... cover 7.
- If you can't place a counter, miss a turn.
- Winner—First player to get four connected honey combs (in a row or cluster).

Subtraction Facts to 20—Early Additive

Lily Pad Leap

9

5

30

20

21

40

16

8

15

12

14

10

6

2

45

18

12

Start

Finish

18

28

35

24

8

10

16

20

25

4

30

3

32

You will need: 1—6 dice and a counter for each player

Rules of play
Roll the dice. Move counter to the first multiple that matches on dice.
e.g Roll 5—move to 30. If you roll 1—move one lily pad. Roll 6—roll again

Winner—First player to get to final lily pad.

Early Additive: Multiples 2—5

Blue Level

X 6 x 7 x 8 basic facts

Roll a fact 3

Materials

- 'Roll a Fact' game board between two players
- Counters (2 different colours) and 1 - 6 dice

Method

- Roll the dice and look down the column corresponding to the dice number
- Player recalls **one** basic fact correctly from the column then they place a counter on top of that basic fact
- If a player doesn't know a basic fact or is incorrect then a counter isn't placed on top.
- The **winner** is first to get four in a row (horizontal, vertical, diagonal)

1	2	3	4	5	6
70 ÷ 7	9 x 7	63 ÷ 7	6 x 1	60 ÷ 10	1 x 8
3 x 6	60 ÷ 6	2 x 7	3 x 8	2 x 6	16 ÷ 8
5 x 7	6 x 10	8 x 5	42 ÷ 7	8 x 4	6 x 5
64 ÷ 8	7 x 2	32 ÷ 8	6 x 5	7 x 8	21 ÷ 7

Jungle Safari

22 18 14

31

19

13

25

12

15

Start

16

13

20

29 11 26

Counter for each player and a dice (1, 2, 3, 4, 5, 10)

1. All players start on 15
2. Roll the dice and divide the number your counter is on. If there is a remainder, move your counter forward the same number of spaces as the remainder. $15 \div 4 = 3$ r3 so move counter 3 spaces.
3. If there is no remainder, your counter does not move.
4. To finish, a player must move the exact number of spaces left.
5. The first player to the finish is the winner.

14

11

30

21 10 32

17 15 11

Finish

23

28

12

27

13

24

Division with remainders—Early Additive

Good luck. We are looking forward to seeing some of your games.