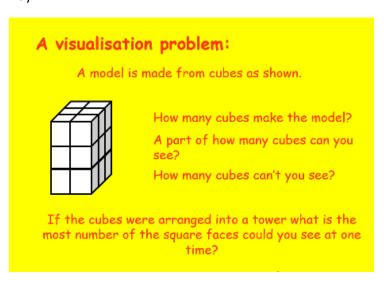
Maths Activities Week 6

Day 1

Read the PowerPoint and follow the instructions.

Day 2

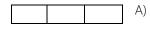


Nice and Nasty Numbers

Nice Numbers

2 players.

Each player draws 3 squares for a three-digit number:



B) _____

Player A rolls a 10 sided die and puts the number in one of their squares.

Player B does the same.

Continue until all 6 boxes are filled.

Winner is the player who has made the largest three-digit number.

Variations:

Lowest number wins

Nearest to 500 wins

Largest even number wins

If the difference between the final numbers is less than 500, player A wins; if greater than 500, player B wins

Add a decimal point to the squares - closest to 1 wins

Digits can only be used once – e.g. if 7 is rolled a second time, roll again

Add scoring system – e.g. Largest number wins. The difference between the two numbers is the number of points scored by winner for that round.

Nasty Numbers

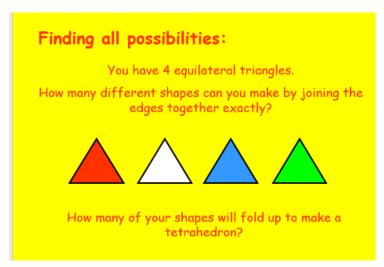
When you roll the die, you can choose to either put the digit in your grid or put it somewhere in your opponent's grid.

Variation:

Only have one 'nasty' number each game – choose when to use it; or have 2nd roll must be put in one of opponent's squares, etc...

... the possible variations are endless... get children to make up their own...

Day 3



Number Detective

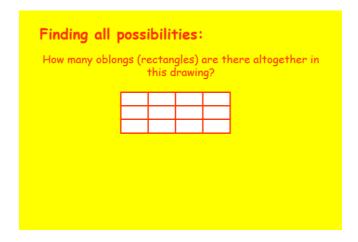
Calling all detectives! You will need to think creatively, use your reasoning skills and your problem solving strategies to find the mystery number from the list below.



- The number has two digits.
- Both of the digits are even.
- The digit in the tens place is greater that the digit in the ones place.
- The ones digit is not in the three times table.
- The tens digit is not double the ones digit.
- The sum of the two digits is a multiple of five.

18	86
120	42
46	64
80	8
22	83

Day 4



Find the day 4 PDF and match the clock faces to the word cards.