

This file contains 72 maths games that support:
"EYFS Guidance for Mathematics: Numbers".

FINDING A GAME FOR YOUR LESSON

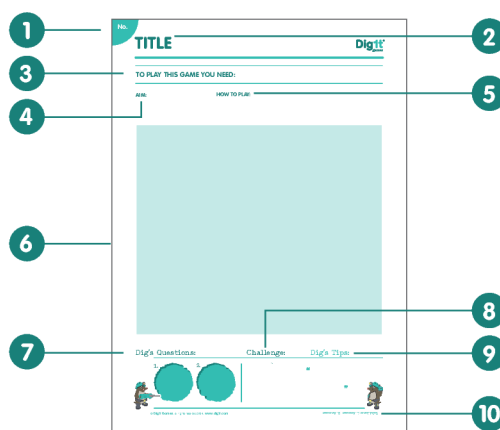
To help identify the maths game for your lesson, the index on the following page lists the EYFS statements (in abbreviated form) for "A Unique Child" from "Mathematics: Numbers".

Use the page numbers listed in the index to locate the game you want and then simply print that page.

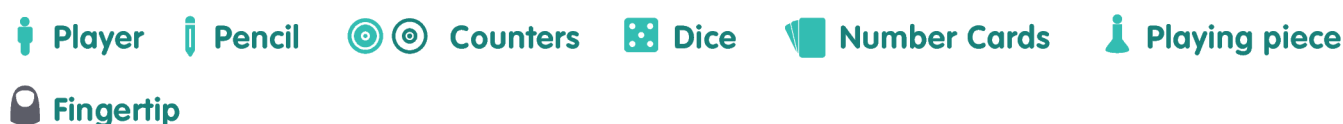
Important: Print the page(s) you need by selecting either the "Current page" or entering the page numbers required.

GAME LAYOUT

1. Game Number
2. Title
3. What you need to play the game
4. Aim
5. How to play
6. Main game area
7. Questions
8. Challenge
9. Tips
10. Solution to question



ICONS USED



RESOURCES REQUIRED FOR RECEPTION GAMES

The games and challenges in this pack require: Number cards (0 to 20), 18 counters in each of two colours, 2 dice, 4 playing pieces and a pencil.

There are dice and number card templates available in the **Resources** section of our website, or you can order Resource Bags which contain number cards, counters, dice and playing pieces.

QUESTIONS, CHALLENGES & TIPS

Each game features "Dig", who provides Questions and Challenges for children to attempt after they have played each game. Dig also offers a variety of Tips on methods, winning strategies and other ideas for children to consider and explore.

Solutions to Dig's questions are at the bottom of each game.



INDEX FOR: RECEPTION

**EYFS STATEMENTS FOR:
"A UNIQUE CHILD"**

	GAME No.	PAGE No.	GAME TITLE	NOTES
RECOGNISING NUMBERS				
	N001	3	Recognising Dice Formation	
Recognises numerals 1 to 5 Selects the correct numeral to represent 1 to 5, then 1 to 10	N002	4	Recognising Numerals 0 to 5	
	N003	5	Recognising Numerals 1 to 6	Matching dice formations to correct numbers
	N004-007	6-9	Recognising Numerals 0 to: 7 / 8 / 9 / 10	
Working with numbers to 20 (Early Learning Goal)	N008-017	10-19	Recognising Numbers 0 to: 11 / 12..... / 19 / 20	
COUNTING AND ESTIMATING				
Counts actions...	N018	20	Counting Actions	Uses icons and words to describe actions
Counts objects to 10,	N019	21	Counting up to 10	Counting arrangements of up to 10 shapes
...and beginning to count beyond 10	N020	22	Counting beyond 10	Counting arrangements of more than 10 shapes
Counts out up to 6 objects...	N021	23	Counting from a larger group	Counting a required number of counters from a larger groups of counters
Counts an irregular arrangement....	N022-027	24-29	Irregular Arrangements up to: 5 / 6 / 7 / 8 / 9 / 10	Matching groups of shapes that are equal in number or matching groups of shapes with the correct number
Children count reliably with numbers from one to twenty (Early Learning Goal)	N028-029	30-31	Irregular Arrangements up to: 12 / 14	
	N030-032	32-34	Arrangements up to: 16 / 18 / 20	Read instructions carefully, these are not 4 in a line games!
Estimates how many objects they see....	N033	35	Estimating	Taking small handfuls of counters and estimating how many there are before counting
ADDING & SUBTRACTING				
Finds the total number of items in 2 groups.....	N034	36	Counting the Total	Introduces "+" using counters to create addition sums
Finds 1 more...	N035-042	37-44	One More than 0 to: 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10	Visual representations and numbers are used
...or 1 less...	N043-049	45-51	One Less than 1 to: 4 / 5 / 6 / 7 / 8 / 9 / 10	
...beginning to use the vocabulary involved in adding and subtracting	N050	52	Vocabulary for One More or One Less	Board game using mathematical vocabulary
VISUAL NUMBER BONDS				
...add with single digit numbers (Early Learning Goal)	N051-055	53-57	Visual Number Bonds to: 5 / 6 / 7 / 8 / 9	Visual representations
Working with numbers to 20 (Early Learning Goal)	N056-060	58-62	Visual Number Bonds to: 10 / 11 / 12 / 13 / 14	Visual representations and numbers are used
	N061-066	63-68	Visual Number Bonds to: 15 / 16 / 17 / 18 / 19 / 20	Read instructions carefully, these are not 4 in a line games!
DOUBLES AND HALVES				
Doubling	N067-069	69-71	Doubling Groups of 1 to: 3 / 4 / 5	Visual representations
Halving	N070-072	72-74	Halving Groups of: 2,4,6 / 2,4,6,8 / 2,4,6,8,10	Visual representations

RECOGNISING NUMERALS 1 to 6

TO PLAY THIS GAME YOU NEED:


x 2



x 18



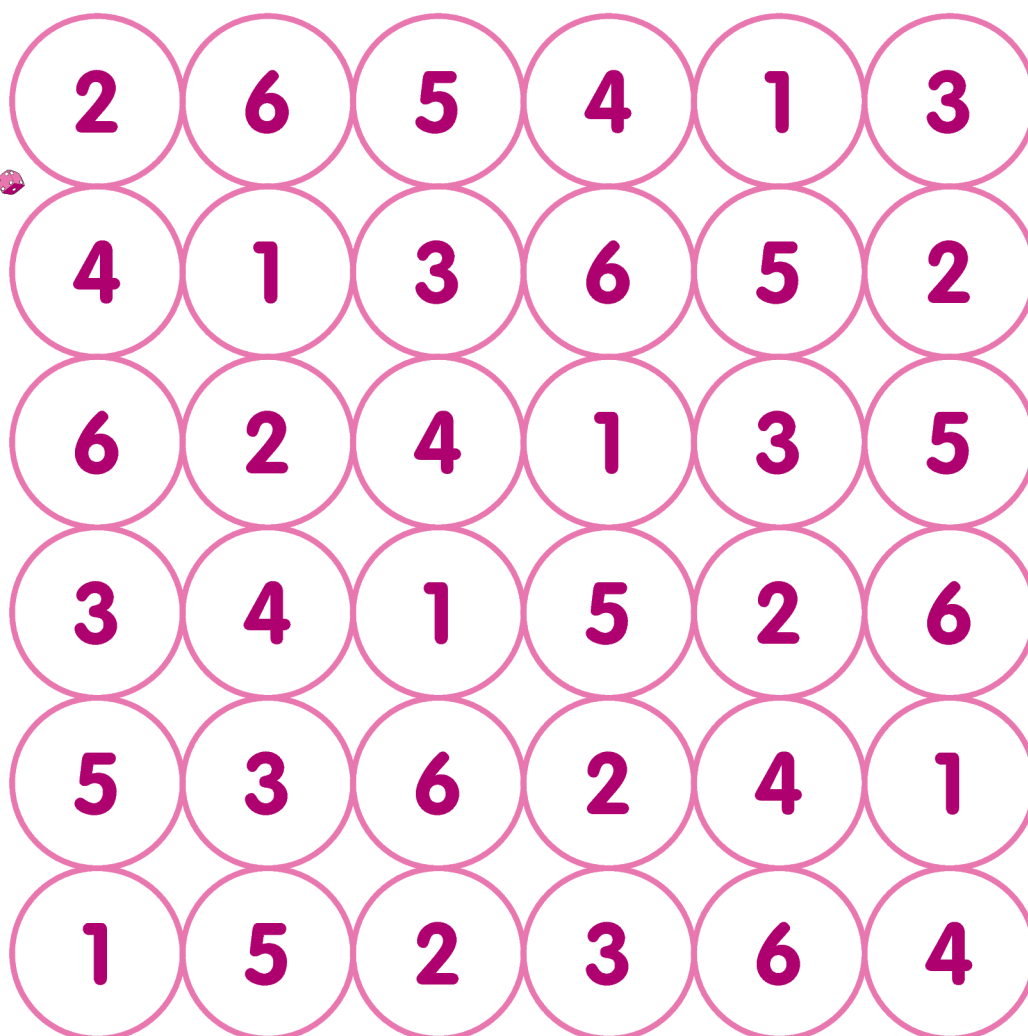
x 18



x 1

AIM: To be the first to get 4 of your coloured counters in a row – horizontally, vertically or diagonally.

HOW TO PLAY: Pick a set of coloured counters each and decide who plays first. Players take turns. On your turn, roll the die and match the number you roll to one of the numbers on the grid. Cover the number on the grid with one of your coloured counters. If there are no numbers left uncovered on the grid that match the dots on the die, your turn ends.



Dig's Questions:

1.

Point to and say the larger number: 6 or 2?

2.

Point to and say the smaller number: 4 or 2?



Challenge:

Use number cards **0 to 6**. Shuffle the number cards and ask a friend to turn each card over while you call out the number on the card. Time yourself to see how quickly you can do this. The more you practise, the quicker you will become.

Dig's Tips:

“When playing this game, make sure that your opponent covers the correct number that matches the roll of their die. If they don't select the correct number then they miss a go! Look for the number 6 around your home – how many can you find?”



COUNTING ACTIONS

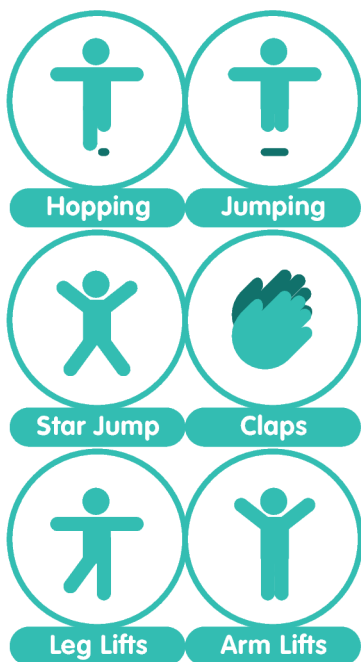
TO PLAY THIS GAME YOU NEED: ♀ x2 or more ♂ x2 or more 🎯 x1 🃏 1 to 5

AIM:

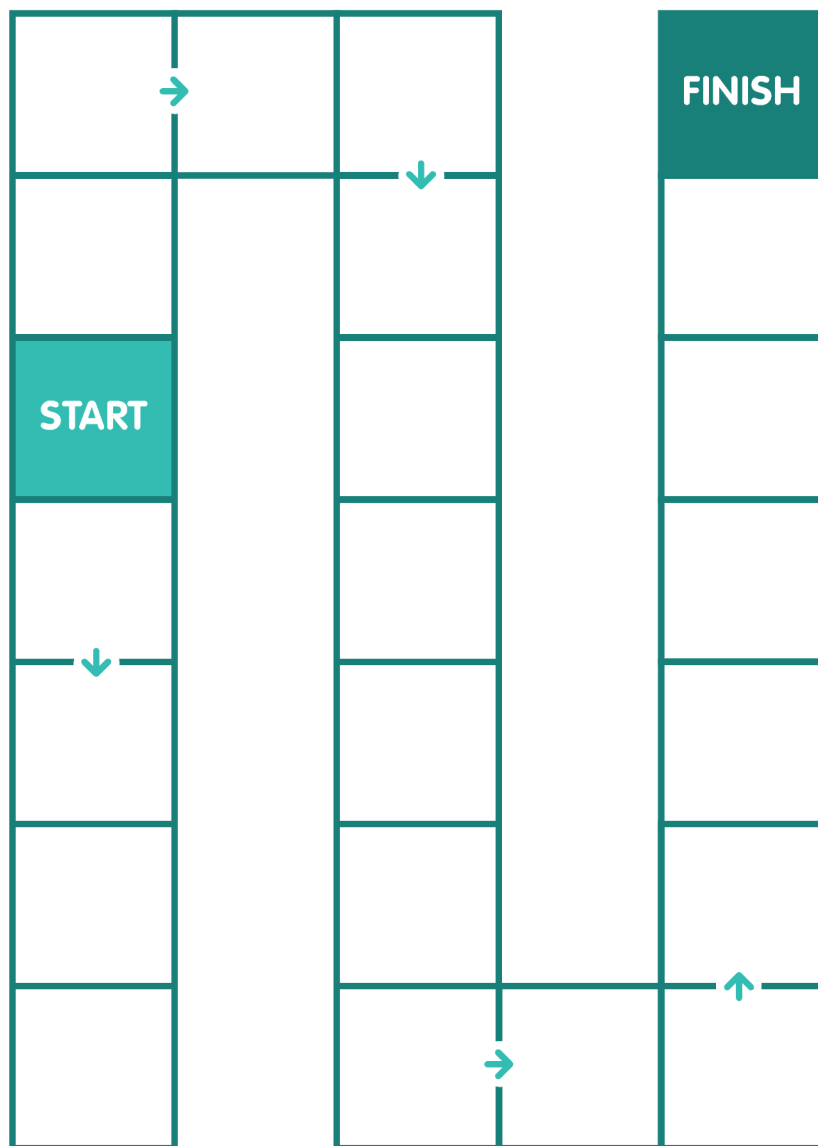
To be the first player to land on **FINISH**.

HOW TO PLAY: Players pick a coloured playing piece each and decide who goes first. Shuffle the number cards and place them face down in a pile. Place your playing pieces on **START**. Players take turns. On your turn, flick or push a counter from the fingertip icon so that it lands on one of the action icons.

Then pick a card from the top of the pile. The number on the card will tell you how many times to repeat the action your counter landed on. Count the actions as you do them. If you do this correctly you can move 2 spaces forward on the board, if you do not do this correctly, move 1 space back.



Use number cards 1 to 5. Look at the challenge if you want to make the game more difficult.



Dig's Questions:

1.

If I jump once and then hop once, how many actions have I done all together?

2.

If I hop twice, and then do one star jump, how many actions have I done all together?



Challenge:

Play the game again but this time use higher number cards. Make up your own actions to replace the ones in this game.

Dig's Tips:

“When playing this game, count each action as you do it so that you count correctly. If you want to complete the game more quickly, move 3 or 4 spaces every time you count your actions correctly. Pick an action and keep doing it as many times as you can count up to.”



ONE MORE THAN 0 to 6

TO PLAY THIS GAME YOU NEED:

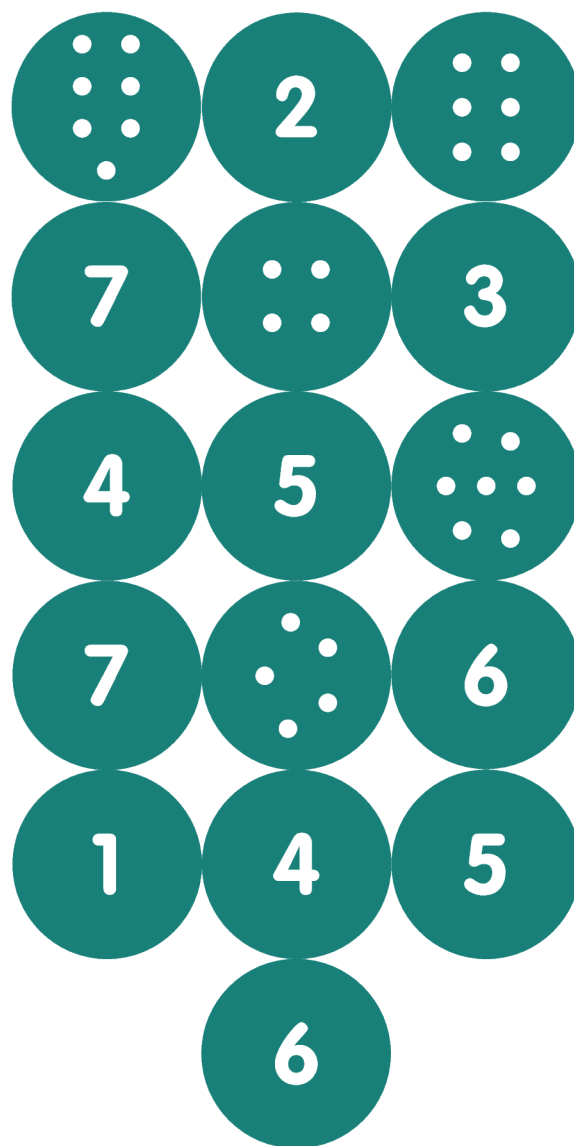
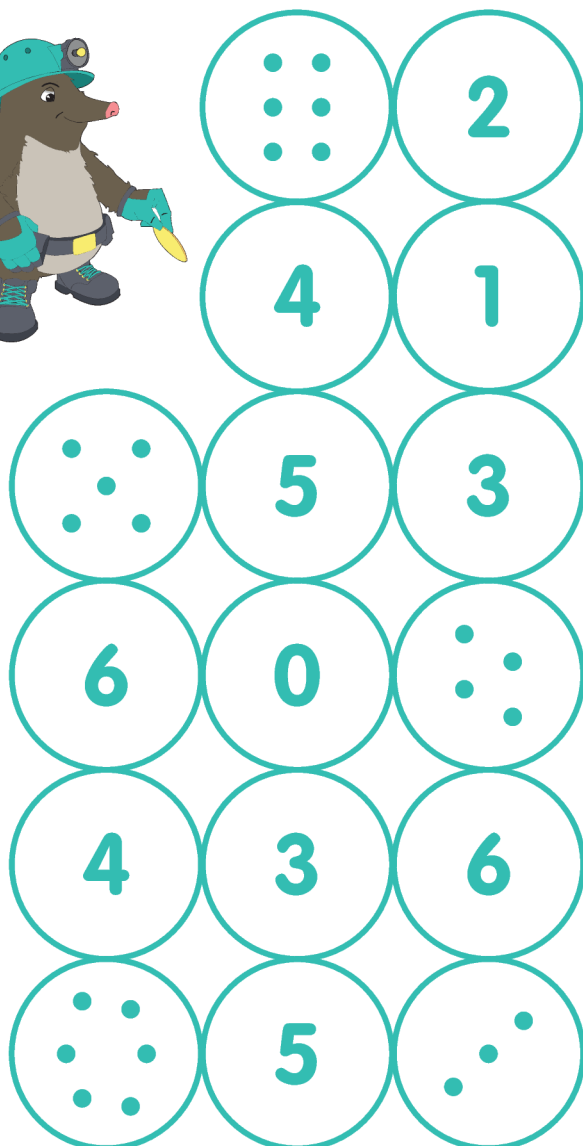
👤 x 2

🎯 x 16

🎯 x 16

AIM: To make the most lines of 3 with your coloured counters - horizontally, vertically or diagonally.

HOW TO PLAY: Pick a set of coloured counters each and decide who plays first. Players take turns. On your turn, pick any number **or** any arrangement of dots from the left-hand grid. Work out **1** more than the number (or number of dots) you picked, and find your answer on the right-hand grid. Whilst saying "One more than ___ is ___", cover up **both** circles with your coloured counters. Continue until both grids are fully covered.



Dig's Questions:

1.

What do 6 and 1 make all together?

2.

I have 5 apples and my mum gives me one more. How many do I have in total?



Challenge:

Using number cards **0 to 6**, shuffle the cards and then ask a friend to turn each card over while you call out the number that is one more than the number on the card. Time yourself to see how quickly you can do this. The more you practise, the quicker you will become.

Dig's Tips:

“While playing this game, check that your opponent has covered the correct circles or you will not be able to cover all the circles in both grids. Don't forget to say, “One more than ___ is ___” for each of your turns.”



VISUAL NUMBER BONDS TO 5 Dig1t[®] games

TO PLAY THIS GAME YOU NEED:

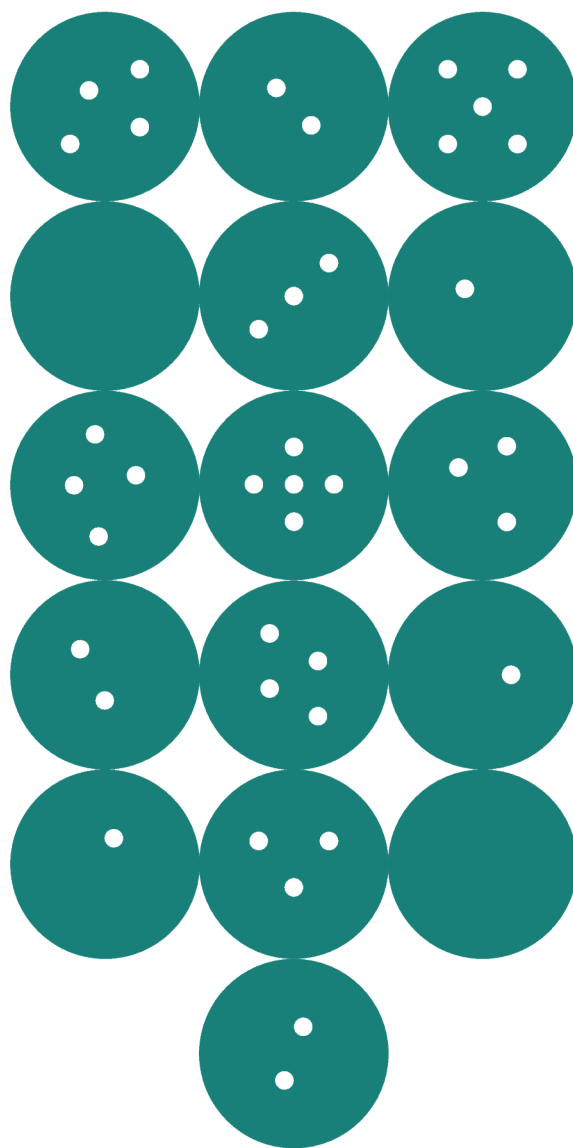
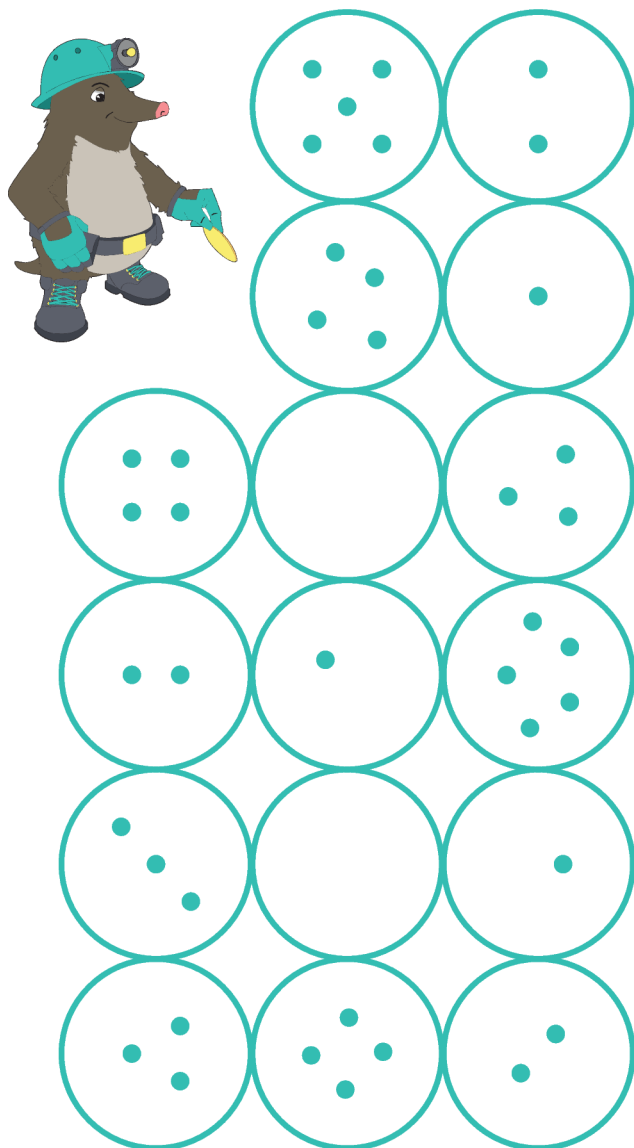
👤 x 2

🎯 x 16

🎯 x 16

AIM: To make the most lines of 3 with your coloured counters - horizontally, vertically or diagonally.

HOW TO PLAY: Pick a set of coloured counters and decide who plays first. Players take turns. On your turn, pick two arrangements of dots - one from each grid - that add together to make 5. Cover up both arrangements with 2 of your coloured counters. Continue until both grids are fully covered.



Dig's Questions:

1.

What do
• and •
make in total?

2.

Take • away
from •
How many are
you left with?

Challenge:

Make +, - and = sign cards and use counters to create:

- Addition sentences that make 5
- Subtraction sentences starting with 5 counters

e.g. ••••• - ••• = •••

and use language such as add, plus, minus, take away, subtract, equals to describe the sums you create.

Dig's Tips:

“ Play this game regularly to become quicker at finding groups that total 5. Try to say phrases like “4 dots and 1 dot make 5 dots” while playing. You could also use vocabulary like add/plus/total/equals etc. ”



Years 1 to 6 - Maths Activities & Games

Over 400 curriculum-aligned maths games providing an engaging and fun way for children to practise the maths skills learned in class

- Supporting **every Number target** in Year 1 to 6
- **Easily incorporated** into existing lesson plans
- Game format enables children to play with maths **together**
- Use in class or as home-learning exercises
- Available in year-group, key stage, and individual topic packs



Times Tables & Division Activities & Assessments

Downloadable PDF resource!

A comprehensive and engaging system of games and assessments that steadily progress children through the times-tables.

- Incorporates division alongside multiplication activities
- Regularly refers to previously completed tables in order to constantly refresh knowledge
- Assessments and Progress trackers are included
- A resource that families can also access!



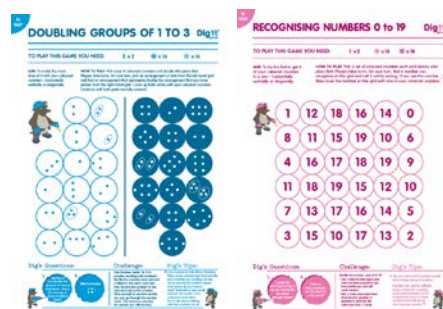
Reception Games & Activities

Downloadable PDF resource!

Helping Reception teachers make children's introduction to maths an enjoyable and fun experience.

Focusing on:

- Number recognition
- Counting & estimating
- Simple addition & subtraction
- Number bonds



Dig1t Deals - Metrics card game (age: 7+)

A card game that requires players to convert different units of measurement as well as practising children's multiplication and division skills.

Measurements include decimals and fractions!

- **Length:** Millimetres (mm), centimetres (cm) and metres (m)
- **Weight:** Kilograms (kg) and grams (g)
- **Capacity:** Millilitres (ml) and litres (l)



Free maths activity ideas (Reception to Year 4)

Downloadable PDF resource!

These handy documents are packed full with ideas of games that can be played with just counters, dice and number cards.

Simple ideas played with simple resources that help to strengthen children's understanding of the foundational number concepts learned at school – and free to download and use!



Free Firework Activity Sheets

Downloadable PDF resource!

Eight downloadable maths activities for fireworks season!

- Investigate different solutions to a series of challenges.
- Using all the operations to discover and explore number patterns
- Deepens children's understanding of numbers.
- A template of number-circles is available so that children can quickly move the numbers to solve the challenges



Christmas Maths Activities

Downloadable PDF resource!

The activities encourage children to use dice, number and shape skills to complete Christmas-themed pictures.

The six activities will involve:

- Recognising numbers and dice formations.
- Recognising and naming 2D shapes.
- Recognising and naming quadrilaterals, polygons and different types of triangles.
- Addition and multiplication.



Number Cards template A PDF file for printing your own 0 to 20 number cards onto A4 card.

Number lines & Number Circles

Lines: 0 to 10, 0 to 20, 0 to 5 (including $\frac{1}{2}$'s), 0 to 5 (including 0.5's), blank number lines

Circles: 0 to 9 – for use with our Firework activity sheets.

Score sheets To note down your scores as you play.