1	2	3	5	8	10	12	14	15

Four in a Row

1. This is a game for two players.
2. Player 1 should choose two of the numbers from the boxes above and add them together.
3. Then, player 1 should find the total of their numbers in the grid below and cover it with a counter. *If the total appears more than once, they can choose to cover either of those squares with their counter.*
4. Next, player 2 takes their turn and repeats steps 2 and 3.
5. Continue taking turns, adding two of the numbers above and covering the total with a counter.
6. **The winner is the first person to cover four squares in a horizontal, vertical or diagonal line.**

4	11	25	20	14	17	6
27	18	8	24	3	23	12
9	13	20	10	22	9	5
15	5	26	16	27	25	24
23	14	17	29	6	15	10
7	22	3	19	11	13	4
18	12	8	26	29	7	16

Addition - totals up to 30

©TeachingPACKS www.teachingpacks.co.uk
Images: © Getty Images

Can you find these addition calculations (and their answers) in the grid below?

19	1	5	3	14	3	17	18	11	4	14	12	10	9	3
3 + 4 = 7			4	7	12	5	3	12	19	9	6	15	8	11
10	5	2	8	12	8	14	17	5	10	7	3	15	14	1
1	5	14	15	19	9	10	4	10	2	14	16	12	5	12
7	8	4	11	9	17	20	1	15	19	3	15	8	4	1
12	10	3	6	3	12	6	20	17	11	3	8	5	13	6
19	11	19	9	10	7	3	16	13	12	11	19	19	5	12
3	10	8	10	11	14	1	3	19	11	14	6	3	17	18
19	6	3	19	3	5	7	12	11	10	12	9	3	2	4
9	7	8	12	16	17	19	6	3	10	19	20	1	19	5
10	9	7	9	3	12	10	1	7	20	7	17	13	12	6
9	16	10	20	6	3	9	2	5	12	4	16	10	9	14
8	2	16	8	8	16	9	3	10	20	2	16	3	7	8
9	12	15	17	3	8	5	5	1	12	7	3	5	9	14
2	10	14	8	5	10	9	4	13	19	12	10	6	3	8

- 3 + 4 = 7
- 9 + 10 =
- 5 + 7 =
- 12 + 4 =
- 11 + 1 =
- 5 + 10 =
- 7 + 9 =
- 8 + 8 =
- 9 + 4 =
- 17 + 2 =
- 3 + 11 =
- 14 + 3 =
- 8 + 9 =
- 7 + 12 =
- 1 + 2 =
- 5 + 9 =
- 8 + 5 =
- 9 + 6 =
- 10 + 10 =
- 6 + 12 =

© Teaching PACKS www.teachingpacks.co.uk

Can you find these subtraction calculations (and their answers) in the grid below?

2	12	11	8	14	2	12	10	5	3	1	20	4	6	4
10	-	4	=	6	9	4	1	10	8	3	5	3	2	10	9	3
5	6	1	10	11	15	14	9	5	18	3	8	16	11	19
10	7	4	12	3	1	1	15	5	4	12	8	15	20	2
9	2	10	3	6	5	2	1	10	20	6	5	4	6	17
2	5	3	9	5	4	5	14	5	1	3	7	4	3	9
7	14	7	13	2	1	4	5	3	19	6	5	20	3	10
6	4	1	4	6	12	18	7	11	5	19	6	7	10	7
15	9	8	1	11	12	17	8	5	18	12	4	1	2	10
10	7	9	16	8	1	11	2	20	10	10	20	8	8	6
20	16	11	7	4	7	10	8	9	18	3	5	2	6	8
15	15	14	10	6	18	5	13	10	3	10	14	7	6	3
8	17	3	7	8	9	11	7	20	11	19	9	15	1	5
10	11	12	3	10	18	19	8	14	20	4	16	7	5	4
20	2	18	14	9	5	13	12	11	15	7	20	6	5	10

- 10 - 4 = 6
- 15 - 1 =
- 20 - 10 =
- 7 - 4 =
- 10 - 7 =
- 20 - 4 =
- 12 - 3 =
- 9 - 8 =
- 18 - 5 =
- 6 - 1 =
- 19 - 2 =
- 5 - 3 =
- 14 - 2 =
- 9 - 2 =
- 11 - 7 =
- 20 - 2 =
- 18 - 7 =
- 10 - 2 =
- 20 - 1 =
- 14 - 9 =

© Teaching PACKS www.teachingpacks.co.uk

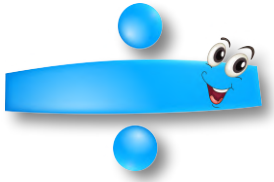
All up to 10x

Can you find these multiplication calculations (and their answers) in the grid below?

17	6	14	5	1	12	72	10	8	65	12	1	8	3	2
2 x 5 = 10			18	5	4	12	90	7	75	24	8	2	16	15
23	4	1	17	2	19	25	32	4	34	5	9	10	81	56
7	4	54	6	10	14	18	4	28	3	12	10	8	5	27
6	16	10	15	9	8	9	72	3	1	7	6	11	9	9
3	5	21	27	3	2	10	8	4	90	7	25	15	45	10
9	16	2	1	32	9	6	12	5	2	49	10	11	14	6
9	5	8	9	7	63	15	5	25	3	90	5	3	15	63
81	64	9	10	6	11	23	1	8	2	10	14	2	3	4
1	8	7	6	42	10	5	5	9	11	8	17	5	8	10
5	24	21	18	5	2	7	9	1	10	80	14	27	24	35
6	2	12	6	1	5	33	10	8	15	3	3	9	10	9
8	10	5	1	8	4	4	6	24	18	20	28	10	5	6
3	18	2	10	8	5	27	6	2	10	14	7	8	7	6
4	9	28	4	2	36	18	21	7	8	5	40	6	2	36

- 2 x 5 =
- 5 x 9 =
- 10 x 8 =
- 9 x 7 =
- 6 x 2 =
- 1 x 8 =
- 7 x 4 =
- 5 x 3 =
- 6 x 6 =
- 4 x 6 =
- 8 x 9 =
- 5 x 1 =
- 3 x 3 =
- 4 x 4 =
- 7 x 6 =
- 8 x 2 =
- 7 x 7 =
- 3 x 8 =
- 8 x 5 =
- 9 x 9 =

© Teaching PACKS www.teachingpacks.co.uk



Can you find these division calculations (and their answers) in the grid below?

15	6	9	9	100	63	7	9	30	45	15	18	27	10	5
12 ÷ 4 = 3			6	15	63	18	9	16	50	36	7	30	48	3
18	1	42	10	12	72	16	80	20	5	1	5	9	36	32
7	7	33	2	18	80	20	72	24	10	22	8	10	50	16
20	25	42	6	7	95	4	64	12	8	12	48	6	8	2
64	44	12	2	10	5	8	9	3	3	24	80	16	14	14
8	48	18	5	49	7	7	14	16	30	20	88	55	33	10
8	12	33	80	12	4	72	10	90	10	9	100	32	4	8
16	7	50	8	15	8	8	6	20	4	1	0	3	16	19
20	14	25	10	18	20	9	25	5	5	55	8	5	10	12
7	18	20	27	81	72	20	32	45	8	10	81	36	7	33
35	0	22	5	9	60	10	24	64	24	8	3	4	18	72
64	1	4	8	9	54	2	8	9	7	12	90	9	33	100
18	2	9	16	36	25	30	3	10	15	20	100	16	40	10
63	25	32	12	54	6	9	14	18	20	18	25	27	50	10

12 ÷ 4 = 3
80 ÷ 8 =
9 ÷ 3 =
25 ÷ 5 =
32 ÷ 4 =
18 ÷ 2 =
30 ÷ 3 =
36 ÷ 4 =
50 ÷ 5 =
48 ÷ 6 =
42 ÷ 6 =
81 ÷ 9 =
100 ÷ 10 =
72 ÷ 8 =
63 ÷ 7 =
64 ÷ 8 =
49 ÷ 7 =
90 ÷ 10 =
24 ÷ 8 =
54 ÷ 6 =

© Teaching PACKS www.teachingpacks.co.uk

©Teaching PACKS
www.teachingpacks.co.uk
Images: © Getty Images

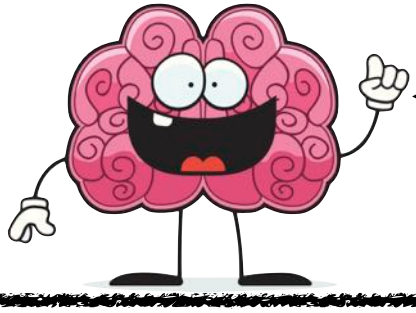
1		2				
		3				
4	5					
	6		7			
			8		9	
		10			11	

Across

1. 95 + 10
3. 59 + 17
4. 38 + 8
6. 136 + 45
8. 115 + 26
10. 27 + 42
11. 11 + 8

Down

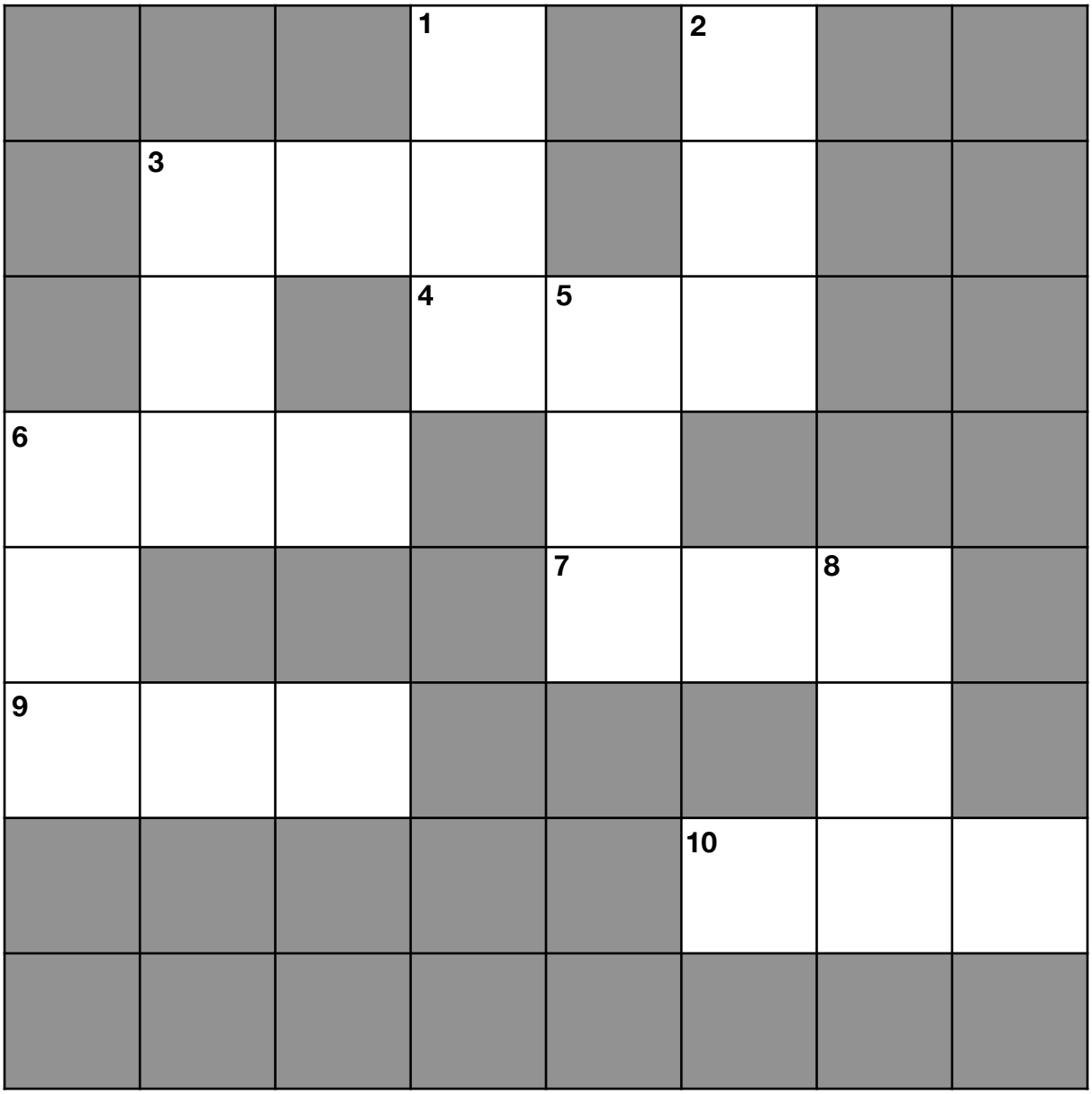
1. 47 + 87
2. 32 + 25
5. 59 + 2
7. 99 + 20
9. 6 + 5
10. 27 + 38



Can you solve the calculation clues and write the answers in the correct places on the grid?

1 - Addition (numbers up to 199)

©Teaching PACKS
www.teachingpacks.co.uk
Images: © Getty Images

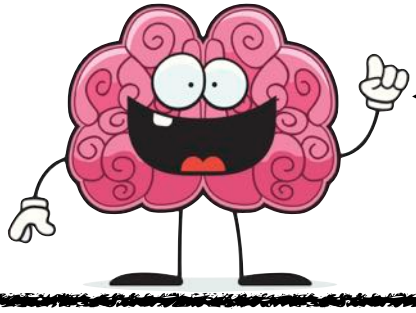


Across

3. 324 + 227
4. 81 + 657
6. 82 + 82
7. 372 + 26
9. 472 + 258
10. 83 + 164

Down

1. 139 + 78
2. 243 + 685
3. 429 + 97
5. 106 + 227
6. 98 + 39
8. 553 + 261



Can you solve the calculation clues and write the answers in the correct places on the grid?

2 - Addition (numbers up to 999)

©Teaching PACKS
www.teachingpacks.co.uk
Images: © Getty Images

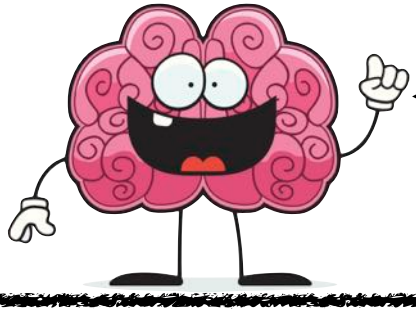
	1			2		3	
				4			
5		6					
						7	
	8		9				
			10				

Across

1. 2301 + 472
4. 1479 + 3903
5. 869 + 871
8. 2274 + 6289
10. 1668 + 8033

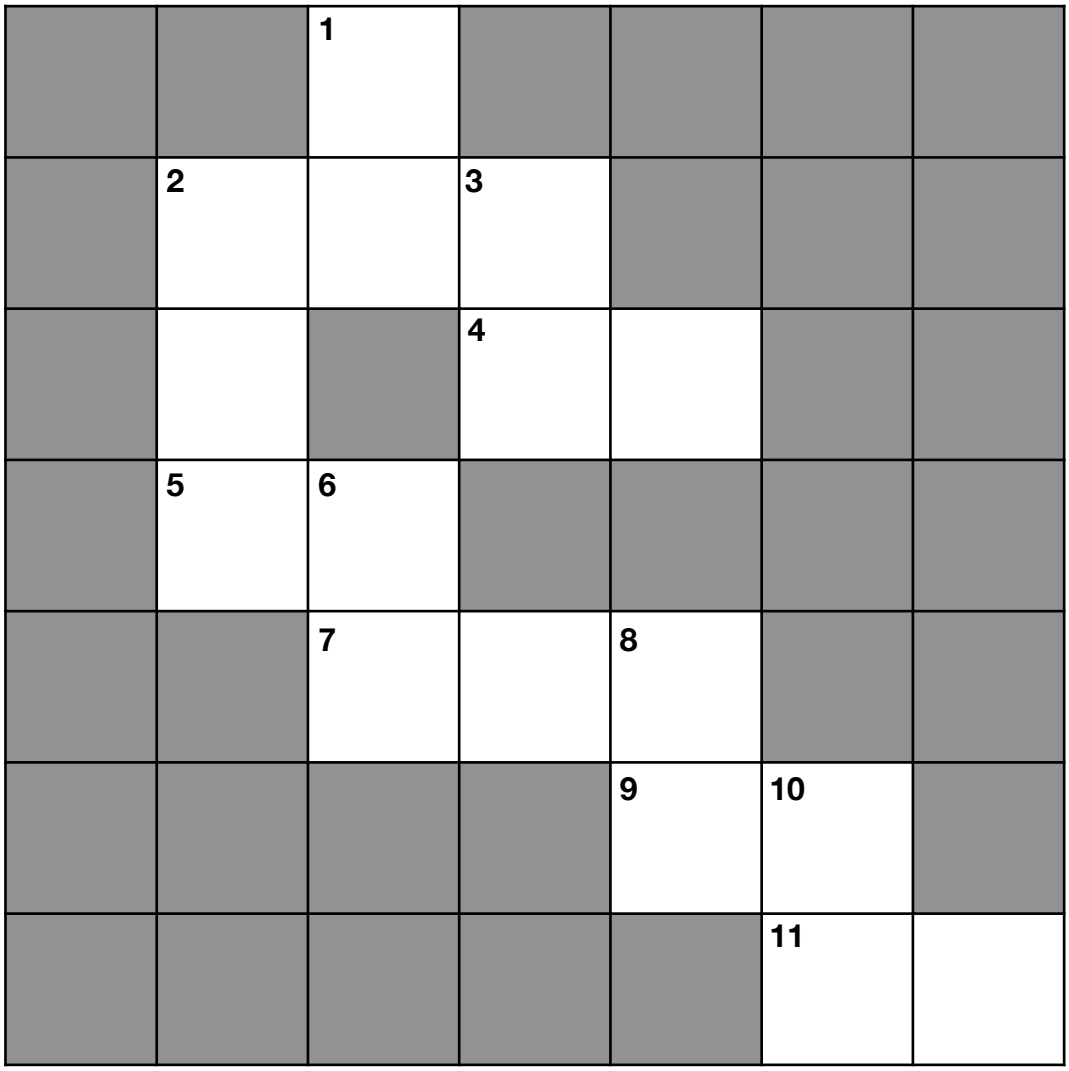
Down

1. 1367 + 1090
2. 246 + 79
3. 251 + 87
6. 73 + 372
7. 1276 + 1045
9. 487 + 172



Can you solve the calculation clues and write the answers in the correct places on the grid?

©Teaching PACKS
www.teachingpacks.co.uk
Images: © Getty Images

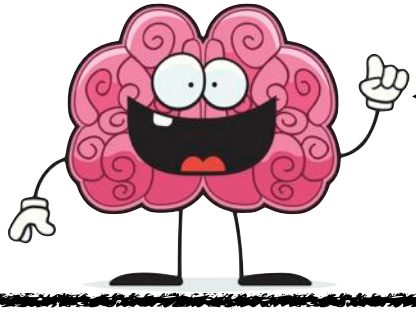


Across

2. 199 - 40
4. 80 - 32
5. 113 - 26
7. 199 - 1
9. 95 - 33
11. 104 - 45

Down

1. 200 - 125
2. 142 - 34
3. 110 - 16
6. 100 - 29
8. 151 - 65
10. 81 - 56

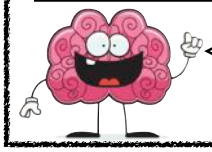


Can you solve the calculation clues and write the answers in the correct places on the grid?

1 1	0	2 5				
3		3 7	6			
4 4	5 6					
	6 1	8	7 1			
			8 1	4	9 1	
		10 6	9		11 1	9
		5				

Across
1. 95 + 10
3. 59 + 17
4. 38 + 8
6. 136 + 45
8. 115 + 26
10. 27 + 42
11. 11 + 8

Down
1. 47 + 87
2. 32 + 25
5. 59 + 2
7. 99 + 20
9. 6 + 5
10. 27 + 38



Can you solve the calculation clues and write the answers in the correct places on the grid?

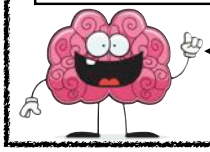
1 - Addition (numbers up to 199)

©Teaching Packs www.teachingpacks.co.uk Images: © Getty Images

			1 2		2 9	
	3 5	5	1		2	
	2		4 7	5 3	8	
6 1	6	4		3		
3				7 3	9	8
9 7	3	0				1
					10 2	4 7

Across
3. 324 + 227
4. 81 + 657
6. 82 + 82
7. 372 + 26
9. 472 + 258
10. 83 + 164

Down
1. 139 + 78
2. 243 + 685
3. 429 + 97
5. 106 + 227
6. 98 + 39
8. 553 + 261



Can you solve the calculation clues and write the answers in the correct places on the grid?

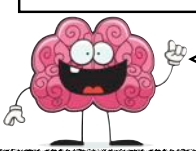
2 - Addition (numbers up to 999)

©Teaching Packs www.teachingpacks.co.uk Images: © Getty images

	1 2	7	7	2 3		3 3	
	4			2		3	
	5			4 5	3	8	2
5 1	7	6 4	0				
		4				7 2	
	8 8	5	9 6	3		3	
			5			2	
			10 9	7	0	1	

Across
1. 2301 + 472
4. 1479 + 3903
5. 869 + 871
8. 2274 + 6289
10. 1668 + 8033

Down
1. 1367 + 1090
2. 246 + 79
3. 251 + 87
6. 73 + 372
7. 1276 + 1045
9. 487 + 172



Can you solve the calculation clues and write the answers in the correct places on the grid?

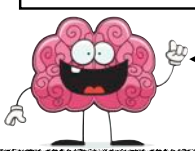
3 - Addition (numbers up to 9999)

©Teaching Packs www.teachingpacks.co.uk Images: © Getty images

		1 7				
	2 1	5	3 9			
	0		4 4	8		
	5 8	6 7				
		7 1	9	8 8		
				9 6	10 2	
					11 5	9

Across
2. 199 - 40
4. 80 - 32
5. 113 - 26
7. 199 - 1
9. 95 - 33
11. 104 - 45

Down
1. 200 - 125
2. 142 - 34
3. 110 - 16
6. 100 - 29
8. 151 - 65
10. 81 - 56



Can you solve the calculation clues and write the answers in the correct places on the grid?

4 - Subtraction (numbers up to 199)

©Teaching Packs www.teachingpacks.co.uk Images: © Getty images

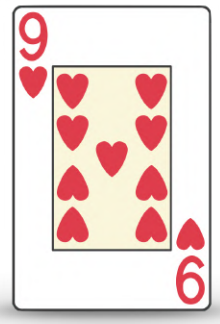
Adding one digit numbers

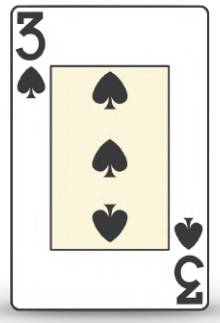
Top Totals

This is a game for two or more players and you will need a pack of cards.

In this game:

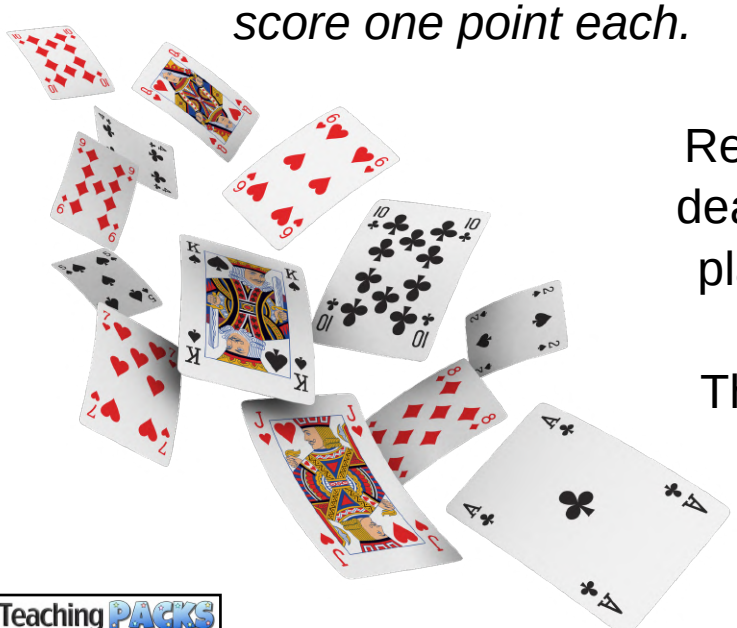
- *Aces count as one.*
- *Jacks, Queens and Kings are not needed and can be removed from the deck.*





How to play

1. Place a pile of cards, face down, in the centre of the table.
2. Deal two cards to each player.
3. Players should add their two numbers and share the total with the other players,
   e.g. 9 + 3 = 12
4. The player with the highest total scores one point and the cards are returned to the bottom of the pile.
   If any players have the same 'top total', they score one point each.



Repeat this process, dealing two cards to each player and finding the total.

The winner is the first person to score ten points.

©Teaching PACKS
www.teachingpacks.co.uk
Images: © Getty Images

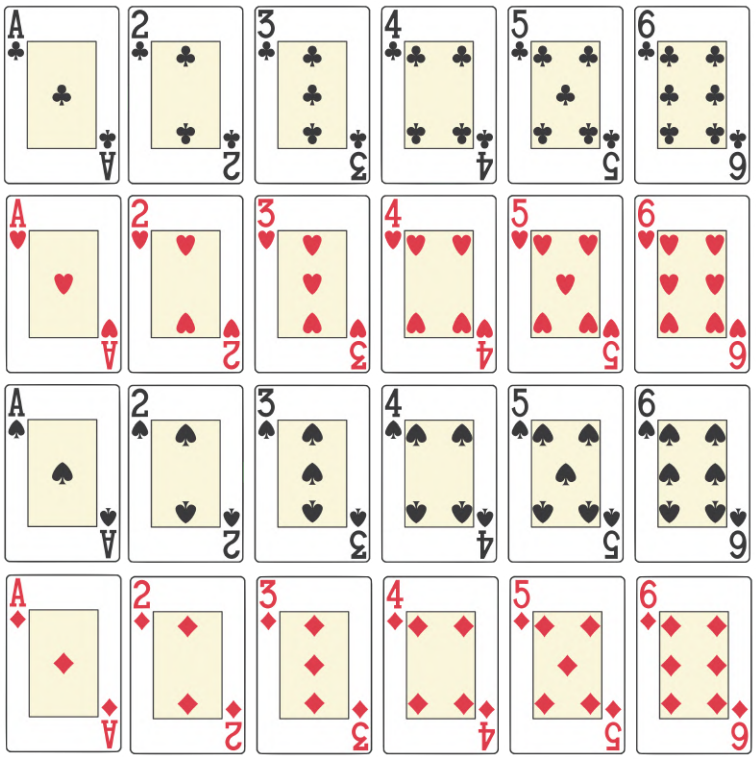
Adding numbers up to 31

Thirty-One

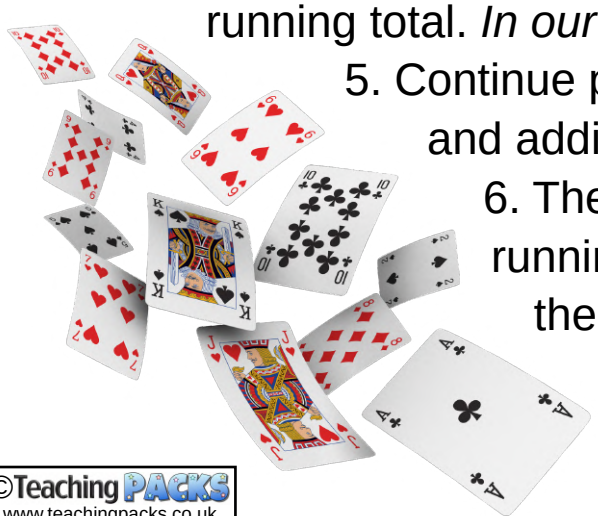
This is a game for two players
and you will need a pack of cards.

How to play

1. Remove the sevens, eights, nines, tens, Jacks, Queens and Kings from the deck.
2. Lay out the remaining cards as shown here.



3. Player 1 turns over a card and says its value, *e.g. 3.*
4. Player 2 turns over another card *(e.g. 4)* and adds its value to the running total. *In our example, this would be 7.*
5. Continue playing by taking turns to flip over cards and adding the values to the running total.
6. The winner is the player who reaches a running total of exactly 31 OR who forces the other player to go over that sum.



©Teaching PACKS
www.teachingpacks.co.uk
Images: © Getty Images

This game is from The Canterbury Puzzles by Henry Dudeney.

Matching Maths

How quickly can you match the calculations with the answers in the puzzle below?

1) Cut out all of the squares.
2) Jumble them up!
3) Now, match the values to create the puzzle again.

Can you repeat the challenge and improve your time?

41 1 10 x 2 7 x 10	26 20 8 x 10 12	39 08 10 x 5 45	13 05 34 5 x 2
70 27 35 9	6 x 2 5 x 7 11 x 2 16	9 x 5 22 40 1 x 2	10 5 x 8 63 18
3 x 2 47 100 15	8 x 2 10 x 10 25 14	2 5 x 5 12 x 5 1 x 5	9 x 2 09 11 4 x 2
3 x 5 31 2 x 2 3	7 x 2 4 11 x 5 54	5 55 90 7	8 9 x 10 99 33

© Teaching PACKS www.teachingpacks.co.uk

Matching Maths

How quickly can you match the calculations with the answers in the puzzle below?

1) Cut out all of the squares.
2) Jumble them up!
3) Now, match the values to create the puzzle again.

Can you repeat the challenge and improve your time?

11 37 63 3 x 10	95 7 x 9 1 x 1 56	33 1 7 x 7 27	73 49 31 3 x 4
30 13 3 x 5 5 x 5	7 x 8 15 2 x 3 32	3 x 9 9 8 x 8 6 x 3	12 64 61 35
25 17 10 45	4 x 8 5 x 2 81 6 x 4	18 6 x 6 1 x 2 4 x 10	7 x 5 2 19 21
5 x 9 41 1 x 3 26	24 3 11 x 4 42	40 44 2 x 4 23	3 x 7 8 59 54

© Teaching PACKS www.teachingpacks.co.uk

Matching Maths

How quickly can you match the calculations with the answers in the puzzle below?

1) Cut out all of the squares.
2) Jumble them up!
3) Now, match the values to create the puzzle again.

Can you repeat the challenge and improve your time?

1 19 1 x 5 4 x 3	37 5 8 x 4 18	34 32 1 x 3 28	49 3 31 12 x 3
12 2 33 20	6 x 3 11 x 3 12 x 4 9	7 x 4 48 1 x 4 9 x 3	36 4 17 5 x 3
5 x 4 22 10 30	2 x 3 2 x 5 5 x 5 4 x 4	27 25 10 x 4 11 x 4	15 40 14 8 x 3
10 x 3 7 7 x 3 26	16 21 9 11	44 3 x 3 8 23	24 2 x 4 29 13

© Teaching PACKS www.teachingpacks.co.uk

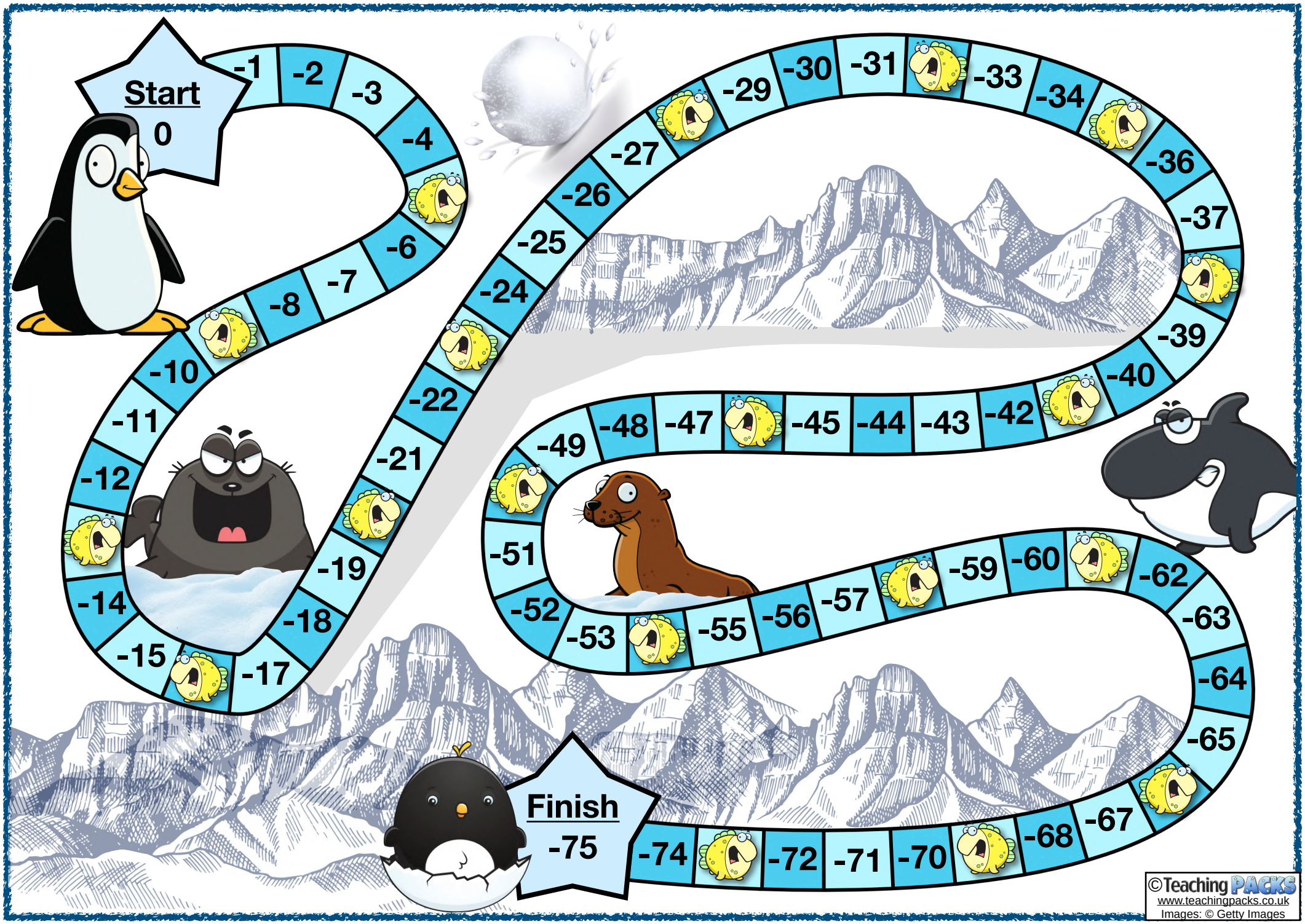
Number Detectives

This is a game for two or more players.
First, choose a player to be the secret agent.
The other players become the number detectives.

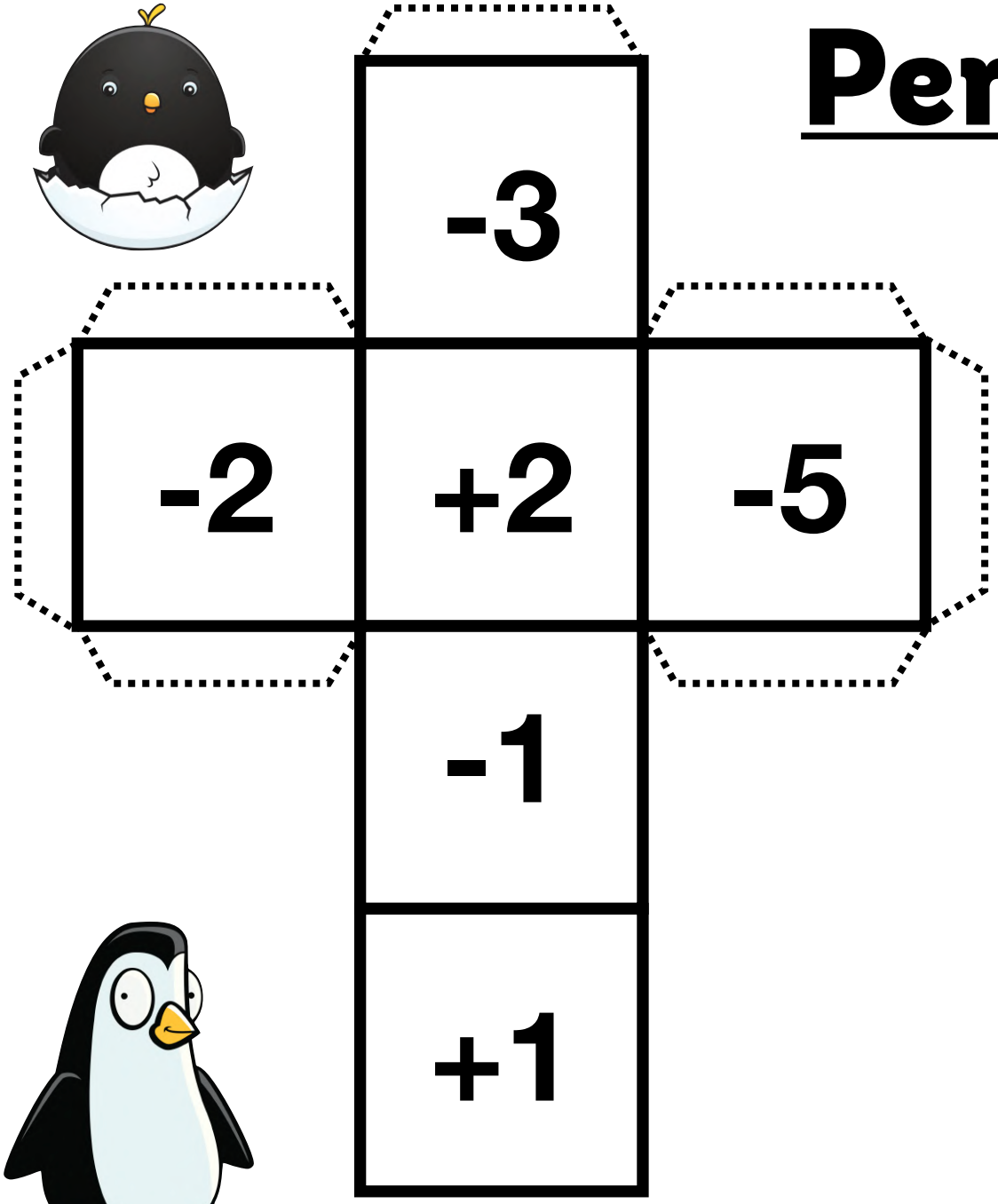
1. The secret agent chooses a number from 1 to 100.
2. The number detectives take it in turns to ask the secret agent about their chosen number. *For example:*
    - *Is it larger than 10?*
    - *Is it even?*
    - *Is it a multiple of 5?*
3. The secret agent can only answer by saying 'Yes' or 'No'.
4. The number detectives can use the number grid below to help them work out the secret number. *For example, if the secret agent says 'Yes' to the question 'Is it larger than 10?', the number detectives can cross out 1, 2, 3, 4, 5, 6, 7, 8, 9 and 10.*
5. Take turns to ask questions until somebody is able to work out the secret number.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

©TeachingPACKS www.teachingpacks.co.uk
Images: © Getty Images


Start
0
-1
-2
-3
-4
-6
-7
-8
-10
-11
-12
-14
-15
-17
-18
-19
-21
-22
-24
-25
-26
-27
-29
-30
-31
-33
-34
-36
-37
-39
-40
-42
-43
-44
-45
-47
-48
-49
-51
-52
-53
-55
-56
-57
-59
-60
-62
-63
-64
-65
-67
-68
-70
-71
-72
-74
Finish
-75
©Teaching PACKS
www.teachingpacks.co.uk
Images: © Getty Images

Penguin Peril!

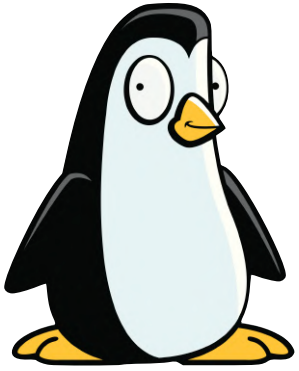


Can you help Paddy rescue his chick by counting back from 0 to -75?

You will need:

- Two counters
- A die, made using the net shown here.

1) Player 1 rolls the die. The game board has negative numbers so if, for example, -3 is rolled, they should move their counter three spaces along the path. If +2 is rolled, they should move two spaces towards the start.
2) Player 2 rolls and moves their counter.
3) If a player lands on a fish symbol, they should ask a friend to read a question on a question card.
   If they get the answer correct, they can jump two spaces forwards.
   If they get the answer wrong, they should move back one space.
4) Continue taking turns to roll the die and move the counters. The winner is the first person to reach the chick at -75.



©Teaching PACKS
www.teachingpacks.co.uk
Images: © Getty Images

Question: 1 - 2

Answer: -1

Question: 10 - 5

Answer: -5

Question: 3 - 4

Answer: -1

Question: -5 - 5

Answer: -10

Question: -7 + 2

Answer: -5

Question: -8 + 4

Answer: -4

Question: 7 - 8

Answer: -1

Question: -4 - 4

Answer: -8

©Teaching PACKS www.teachingpacks.co.uk
Images: © Getty Images

Question: -3 + 5

Answer: 2

Question: -10 - 10

Answer: -20

Question: -15 + 8

Answer: -7

Question: -6 - 6

Answer: -12

Question: 5 - 15

Answer: -10

Question: 8 - 11

Answer: -3

Question: -7 - 6

Answer: -13

Question: -9 - 7

Answer: -16

©Teaching PACKS www.teachingpacks.co.uk
Images: © Getty Images

Question: 20 - 30

Answer: -10

Question: 11 - 15

Answer: -4

Question: 9 - 18

Answer: -9

Question: 6 - 14

Answer: -8

Question: -15 - 4

Answer: -19

Question: -10 - 11

Answer: -21

Question: -7 - 8

Answer: -15

Question: 0 - 6

Answer: -6

©TeachingPACKS www.teachingpacks.co.uk
Images: © Getty Images

Question: 4 - 12

Answer: -8

Question: -1 - 13

Answer: -14

Question: -8 - 0

Answer: -8

Question: -6 + 6

Answer: 0

Question: 0 - 9

Answer: -9

Question: 3 - 15

Answer: -12

Question: -8 - 20

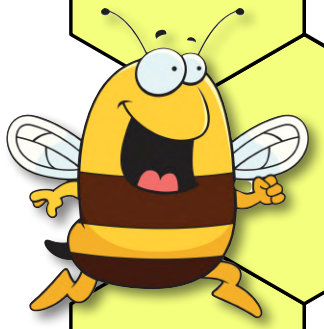
Answer: -28

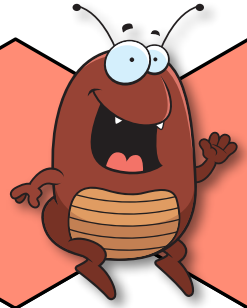
Question: -14 + 0

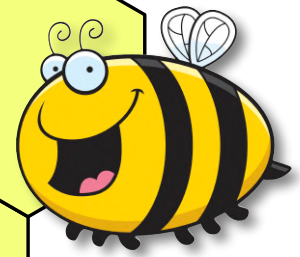
Answer: -14

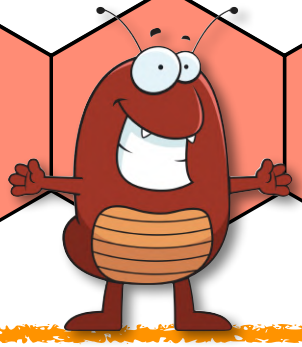
©TeachingPACKS www.teachingpacks.co.uk
Images: © Getty Images

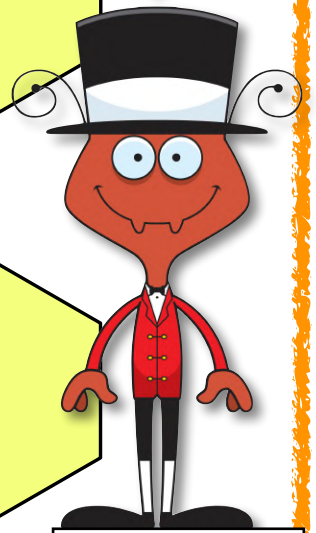
BUG BUSTERS











	P	F	A	V
N	E	R	S	
	L	D	I	O
H	C	M	T	

Which letter would you like?

©Teaching PACKS
www.teachingpacks.co.uk
Images: © Getty Images

BUG BUSTERS

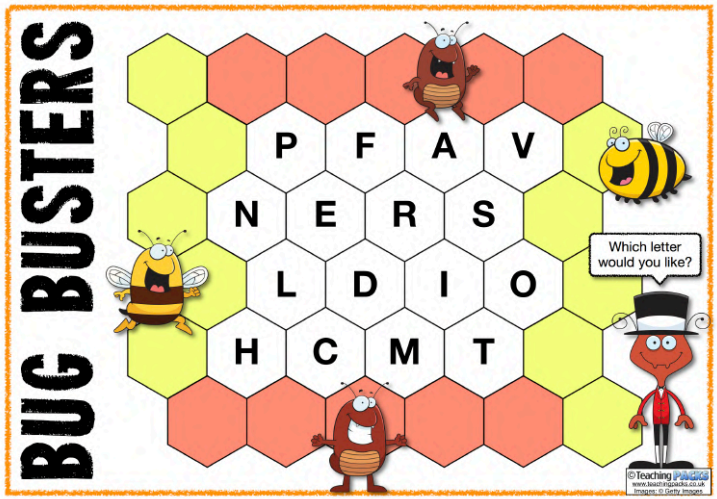
This is a game for two players (or two teams): The BEE team and the FLEA team. One other person will need to be Quentin the Quizmaster.

You will also need a copy of the game board, a set of questions and a die.

The Bee team should help the two Bees (Boris and Beth) reach each other by creating a connection of touching yellow hexagons from left to right across the board. The Fleas (Fred and Florence) need to complete a connection of red hexagons from the top of the board to the bottom.

<u>How to Play</u>

1) Both teams should roll a die. The team with the highest score goes first.
2) The winning team chooses a hexagon from the grid and tells Quentin the letter shown on it. Quentin should then read a question whose answer begins with that letter.
   - *If the team answers correctly, they can colour the hexagon using their team's colour (yellow for bees and red for fleas).*
   - *If the team answers incorrectly, the other team are given a chance to answer the question and 'steal' it.*
   - *If nobody can answer the question, Quentin the Quizmaster should choose another question whose answer begins with the same letter. The first team to answer correctly 'wins' that hexagon and colours it.*



3) The other team chooses the next letter and play continues in this way.
4) The winning team is the one who completes a connection of four (or more) touching squares between their two sides of the board.

©Teaching PACKS
www.teachingpacks.co.uk
Images: © Getty Images

P

- What P will only divide by themselves and 1? **PRIME NUMBERS**
- What P can be used to measure the size of an angle? **PROTRACTOR**
- What P is the answer in a multiplication calculation? **PRODUCT**
- What P is a 3D shape whose two ends are the same size and shape? **PRISM**
- What P is a number greater than zero? **POSITIVE**

F

- What F is more than four and less than six? **FIVE**
- What F comes before second in a race? **FIRST**
- What F is 12 inches? **FOOT**
- What F is a unit of measuring temperature? **FAHRENHEIT**
- What F is a whole number that will divide exactly into another whole number? **FACTOR**

N

- What N can be used to make a 3D shape? **NET**
- What N is greater than eight but less than ten? **NINE**
- What N is another word for zero? **NOUGHT**
- What N is less than zero? **NEGATIVE (Numbers)**
- What N has nine sides? **NONAGON**

E

- What E is a triangle with three equal sides? **EQUILATERAL**
- What E are fractions with the same value? **EQUIVALENT**
- What E are numbers that can be divided exactly by two? **EVEN**
- What E is half of sixteen? **EIGHT**
- What E is a sensible guess? **ESTIMATE**

L

- What L tells us how long something is? **LENGTH**
- What L is 366 days long? **LEAP (Year)**
- What L means fewer? **LESS**
- What L connects two points on a graph? **LINE**
- What L is a measure of capacity? **LITRE**

D

- What D joins one corner of a shape to another? **DIAGONAL**
- What D is a unit of measurement of angles? **DEGREES**
- What D has ten sides? **DECAGON**
- What D is ten years long? **DECADE**
- What D is the inverse of multiplication? **DIVISION**

H

- What H is half of a sphere? **HEMISPHERE**
- What H is one part of something that has been divided into two equal parts? **HALF**
- What H is equal to sixty minutes? **HOUR**
- What H is 79 add 21? **HUNDRED**
- What H has six sides? **HEXAGON**

C

- What C is the name for a 3D box shape? **CUBOID**
- What C is the amount that something will hold? **CAPACITY**
- What C is a 3D shape with circles at two ends? **CYLINDER**
- What C is the amount that you pay for something? **COST**
- What C tells us the position of something on a grid? **COORDINATES**

© Teaching PACKS www.teachingpacks.co.uk

A

- What A is the inverse of subtraction? **ADDITION**
- What A is an angle that is less than 90 degrees? **ACUTE**
- What A is the amount of space inside a shape? **AREA**
- What A is the order of something, going from lowest to highest? **ASCENDING**
- What A is a measurement of turn? **ANGLES**

V

- What V is a type of sorting diagram? **VENN**
- What V is a corner point of a 3D shape? **VERTEX**
- What V is at right angles to a horizontal line? **VERTICAL**
- What V is the amount of space that something takes up? **VOLUME**
- What V is how much something is worth? **VALUE**

R

- What R is an angle between 180º and 360º? **REFLEX**
- What R is a 2D shape with four sides? **RECTANGLE**
- What R is the distance from the centre of a circle to its circumference? **RADIUS**
- What R is a shape with sides that are all the same length and angles that are all the same size? **REGULAR**
- What R is the amount left over when dividing? **REMAINDER**

S

- What S is one-sixtieth of a minute? **SECOND**
- What S can be used to measure something? **SCALE**
- What S is a triangle with no equal sizes and no equal angles? **SCALENE**
- What S is spring, summer, autumn or winter? **SEASON**
- What S has four equal sides and four right angles? **SQUARE**

I

- What I are inches, ounces, pounds and gallons? **IMPERIAL**
- What I is one twelfth of a foot? **INCH**
- What I means that something is getting larger in size? **INCREASE**
- What I is a fraction in which the numerator is larger than the denominator? **IMPROPER**
- What I is a triangle with two equal sides and two equal angles? **ISOSCELES**

O

- What O is 10 take away 9? **ONE**
- What O looks like a circle that has been stretched? **OVAL**
- What O is an angle between 90º and 180º? **OBTUSE**
- What O is a whole number that cannot be divided exactly by 2? **ODD**
- What O is about the same as 30 grams? **OUNCE**

M

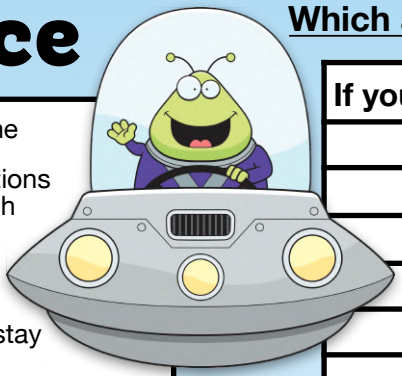
- What M is the largest amount possible? **MAXIMUM**
- What M is the average? **MEAN**
- What M is one hundred centimetres? **METRE**
- What M is one thousand thousands? **MILLION**
- What M is sixty seconds long? **MINUTE**

T

- What T is one hundred multiplied by ten? **THOUSAND**
- What T can tell us when a particular event is happening? **TIMETABLE**
- What T is the answer when we add numbers together? **TOTAL**
- What T is a shape with three sides? **TRIANGLE**
- What T is thirty divided by three? **TEN**

© Teaching PACKS www.teachingpacks.co.uk

Race to Space

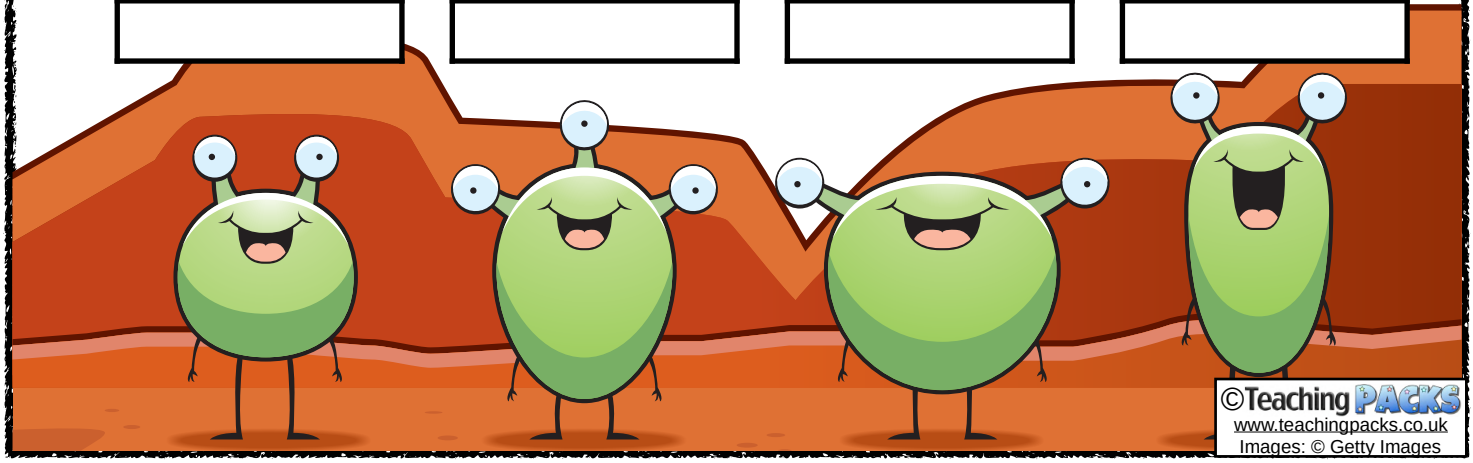


1. Each player should write their name in the blank space in one of the columns below.
2. Take turns to roll a die and follow the actions shown in the table opposite. Cross out each number as you move towards the UFO.
3. If you roll a 4, 5 or 6, ask another player to choose a question card and ask you the question shown on it. If you answer correctly, move forward one space. If not, stay where you are.
4. The winner is the alien who reaches number 20 first.

Which alien will reach the UFO first?

If you roll…	…do this.
1	Stay where you are.
2	Move forward one square.
3	Move forward one square.
4	Answer a question.
5	Answer a question.
6	Answer a question.

20	20	20	20
19	19	19	19
18	18	18	18
17	17	17	17
16	16	16	16
15	15	15	15
14	14	14	14
13	13	13	13
12	12	12	12
11	11	11	11
10	10	10	10
9	9	9	9
8	8	8	8
7	7	7	7
6	6	6	6
5	5	5	5
4	4	4	4
3	3	3	3
2	2	2	2
1	1	1	1



©TeachingPACKS
www.teachingpacks.co.uk
Images: © Getty Images

Question: **How many sides does a square have?** Answer: **4**	Question: **What is double 10?** Answer: **20**
Question: **What is 14 - 6?** Answer: **8**	Question: **Is a cylinder a 2D or a 3D shape?** Answer: **A 3D shape.**
Question: **What needs to be added to 13 to make 20?** Answer: **7**	Question: **How many hours are there in one day?** Answer: **24**
Question: **What is 20 - 10?** Answer: **10**	Question: **How many 2s are there in 10?** Answer: **5**
Question: **What is half of 20?** Answer: **10**	Question: **How many sides does a rectangle have?** Answer: **4**
Question: **What is 7 x 2?** Answer: **14**	Question: **What is the third month of the year?** Answer: **March**
Question: **Is a ruler used to measure the length or the weight of an object?** Answer: **The length of an object.**	Question: **What is the difference between 8 and 2?** Answer: **6**
Question: **What is 5 + 5?** Answer: **10**	Question: **What is the next even number after 10?** Answer: **12**
Question: **What is 5 x 10?** Answer: **50**	Question: **What is 12 - 6?** Answer: **6**
Question: **Which direction is opposite North on a compass?** Answer: **South**	Question: **What is the total of 3, 4 and 5?** Answer: **12**

© Teaching PACKS www.teachingpacks.co.uk

Question: **What is the difference between 8 and 17?** Answer: **9**	Question: **What is 4 x 2?** Answer: **8**
Question: **What are the names of the four seasons?** Answer: **Spring, summer, autumn and winter.**	Question: **Jo has 14 grapes and he gives 6 to his best friend. How many does he have left?** Answer: **8**
Question: **If 5 people share 25 marbles equally, how many marbles do they get each?** Answer: **5**	Question: **How many 10s are there in 100?** Answer: **10**
Question: **What is 8 - 5?** Answer: **3**	Question: **Is 7 an odd number or an even number?** Answer: **An odd number**
Question: **How many days are there in a year?** Answer: **365 (or 366 in a leap year)**	Question: **What needs to be added to 5 to make 20?** Answer: **15**
Question: **What is half of 14?** Answer: **7**	Question: **What is 5 + 4?** Answer: **9**
Question: **What is 2 x 3?** Answer: **6**	Question: **What is 7 x 10?** Answer: **70**
Question: **How many sides does a hexagon have?** Answer: **6**	Question: **What is 7 less than 18?** Answer: **11**
Question: **What is the eleventh month of the year?** Answer: **November**	Question: **What needs to be added to 1 to make 10?** Answer: **9**
Question: **What is 7 + 3?** Answer: **10**	Question: **What are the next three numbers in this sequence?** **4, 6, 8, ___, ___, ___** Answer: **10, 12, 14**

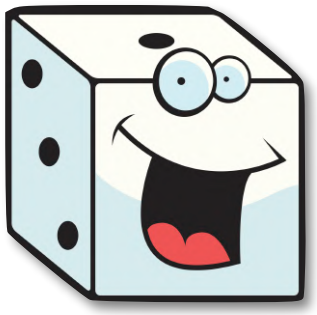
© Teaching PACKS www.teachingpacks.co.uk

Question: **How many sides does a triangle have?** Answer: **3**	Question: **How many centimetres are there in one metre?** Answer: **100**
Question: **If a number increases, does it get larger or smaller?** Answer: **It gets larger.**	Question: **What is the next odd number after 15?** Answer: **17**
Question: **What is the inverse (or opposite) of multiplication?** Answer: **Division**	Question: **What is the difference between 15 and 9?** Answer: **6**
Question: **What is 9 x 2?** Answer: **18**	Question: **What is half of 18?** Answer: **9**
Question: **What is 10 x 3?** Answer: **30**	Question: **How many minutes are there in one hour?** Answer: **60**
Question: **What are the next three numbers in this sequence:** **9, 12, 15, ___, ___, ___** Answer: **18, 21, 24**	Question: **What is 6 + 6?** Answer: **12**
Question: **What needs to be added to 5 to make 10?** Answer: **5**	Question: **Which direction is opposite West on a compass?** Answer: **East**
Question: **What is double 8?** Answer: **16**	Question: **What is 3 x 3?** Answer: **9**
Question: **What is 9 less than 20?** Answer: **11**	Question: **How many edges does a cube have?** Answer: **12**
Question: **What is the total of 8, 1 and 10?** Answer: **19**	Question: **What are the next three numbers in this sequence?** **25, 30, 35, ___, ___, ___** Answer: **40, 45, 50**

© Teaching PACKS www.teachingpacks.co.uk

Question: **What is the opposite of clockwise?** Answer: **Anti-clockwise**	Question: **How many days are there in one week?** Answer: **7**
Question: **What needs to be added to 4 to make 10?** Answer: **6**	Question: **Is a rhombus a 2D or a 3D shape?** Answer: **A 2D shape.**
Question: **David has twelve toy cars. His sister has five. How many toy cars do they have altogether?** Answer: **17**	Question: **If a number decreases, does it get larger or smaller?** Answer: **It gets smaller.**
Question: **Is 12 an odd number or an even number?** Answer: **An even number**	Question: **What is 5 x 3?** Answer: **15**
Question: **What is 8 + 7?** Answer: **15**	Question: **How many years are there in a century?** Answer: **100**
Question: **How many seconds are there in one minute?** Answer: **60**	Question: **What is the inverse (or opposite) of addition?** Answer: **Subtraction**
Question: **What is double 5?** Answer: **10**	Question: **What is 9 + 7?** Answer: **16**
Question: **What is 7 x 3?** Answer: **21**	Question: **How many years are there in a decade?** Answer: **10**
Question: **What are the next three numbers in this sequence?** **40, 50, 60, ___, ___, ___** Answer: **70, 80, 90**	Question: **What is 8 less than 11?** Answer: **3**
Question: **How many faces does a cube have?** Answer: **6**	Question: **If three people share 12 cards equally, how many cards do they get each?** Answer: **4**

© Teaching PACKS www.teachingpacks.co.uk

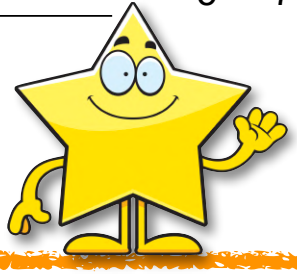


First to 40

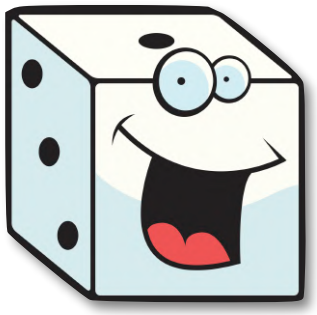
This is a game for two players and
you will need one pen (or pencil) and one die.

1) Choose who will be the 'Solver' and who will be the 'Roller'.
2) When the game begins, the Solver starts answering the questions below.
3) While the Solver is answering questions, the Roller rolls a die until they roll a '6'.
4) When a '6' is rolled, the two players swap, so the Solver becomes the new Roller, and the Roller becomes the new Solver. Continue playing, swapping roles every time a '6' is rolled.
5) The winner of the game is the player who answers the last question correctly.

1. 5 × 4 = _____	2. 5 × 6 = _____	3. 5 × 7 = _____
4. 5 × 11 = _____	5. 5 × 5 = _____	6. 5 × 12 = _____
7. 5 × 8 = _____	8. 5 × 10 = _____	9. 5 × 2 = _____
10. 5 × 9 = _____	11. 5 × 3 = _____	12. 5 × 1 = _____
13. 5 × 11 = _____	14. 5 × 12 = _____	15. 5 × 4 = _____
16. 5 × 11 = _____	17. 5 × 6 = _____	18. 5 × 12 = _____
19. 5 × 3 = _____	20. 5 × 9 = _____	21. 5 × 12 = _____
22. 5 × 11 = _____	23. 5 × 10 = _____	24. 5 × 4 = _____
25. 5 × 12 = _____	26. 5 × 4 = _____	27. 5 × 4 = _____
28. 5 × 9 = _____	29. 5 × 8 = _____	30. 5 × 3 = _____
31. 5 × 11 = _____	32. 5 × 11 = _____	33. 5 × 12 = _____
34. 5 × 10 = _____	35. 5 × 11 = _____	36. 5 × 3 = _____
37. 5 × 6 = _____	38. 5 × 1 = _____	39. 5 × 7 = _____
40. 5 × 9 = _____		



©Teaching PACKS
www.teachingpacks.co.uk
Images: © Getty Images



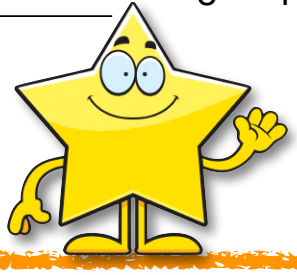
First to 40

This is a game for two players and
you will need one pen (or pencil) and one die.

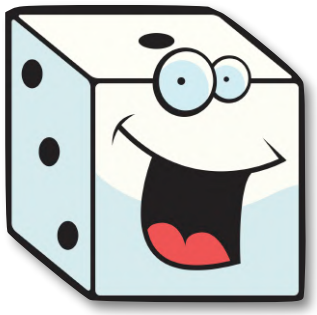
1) Choose who will be the 'Solver' and who will be the 'Roller'.
2) When the game begins, the Solver starts answering the questions below.
3) While the Solver is answering questions, the Roller rolls a die until they roll a '6'.
4) When a '6' is rolled, the two players swap, so the Solver becomes the new Roller, and the Roller becomes the new Solver. Continue playing, swapping roles every time a '6' is rolled.
5) The winner of the game is the player who answers the last question correctly.

1. 8 × 1 = _____	2. 8 × 7 = _____	3. 8 × 11 = _____
4. 8 × 8 = _____	5. 8 × 4 = _____	6. 8 × 12 = _____
7. 8 × 10 = _____	8. 8 × 2 = _____	9. 8 × 6 = _____
10. 8 × 3 = _____	11. 8 × 5 = _____	12. 8 × 9 = _____
13. 8 × 11 = _____	14. 8 × 11 = _____	15. 8 × 11 = _____
16. 8 × 11 = _____	17. 8 × 12 = _____	18. 8 × 3 = _____
19. 8 × 3 = _____	20. 8 × 6 = _____	21. 8 × 11 = _____
22. 8 × 8 = _____	23. 8 × 5 = _____	24. 8 × 10 = _____
25. 8 × 3 = _____	26. 8 × 2 = _____	27. 8 × 5 = _____
28. 8 × 10 = _____	29. 8 × 8 = _____	30. 8 × 11 = _____
31. 8 × 9 = _____	32. 8 × 7 = _____	33. 8 × 12 = _____
34. 8 × 11 = _____	35. 8 × 11 = _____	36. 8 × 7 = _____
37. 8 × 12 = _____	38. 8 × 1 = _____	39. 8 × 11 = _____

40. 8 × 11 = _____



©Teaching PACKS
www.teachingpacks.co.uk
Images: © Getty Images



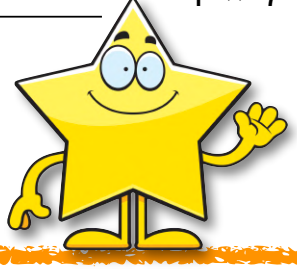
First to 40

This is a game for two players and
you will need one pen (or pencil) and one die.

1) Choose who will be the 'Solver' and who will be the 'Roller'.
2) When the game begins, the Solver starts answering the questions below.
3) While the Solver is answering questions, the Roller rolls a die until they roll a '6'.
4) When a '6' is rolled, the two players swap, so the Solver becomes the new Roller, and the Roller becomes the new Solver. Continue playing, swapping roles every time a '6' is rolled.
5) The winner of the game is the player who answers the last question correctly.

1. 3 × 5 = _____	2. 5 × 10 = _____	3. 4 × 6 = _____
4. 5 × 1 = _____	5. 4 × 2 = _____	6. 2 × 4 = _____
7. 4 × 8 = _____	8. 4 × 7 = _____	9. 1 × 2 = _____
10. 5 × 7 = _____	11. 1 × 1 = _____	12. 2 × 5 = _____
13. 2 × 7 = _____	14. 2 × 6 = _____	15. 2 × 3 = _____
16. 2 × 2 = _____	17. 2 × 8 = _____	18. 4 × 9 = _____
19. 5 × 6 = _____	20. 4 × 5 = _____	21. 1 × 9 = _____
22. 3 × 7 = _____	23. 3 × 8 = _____	24. 5 × 9 = _____
25. 3 × 4 = _____	26. 1 × 6 = _____	27. 4 × 1 = _____
28. 1 × 8 = _____	29. 3 × 3 = _____	30. 3 × 2 = _____
31. 4 × 4 = _____	32. 5 × 5 = _____	33. 3 × 9 = _____
34. 2 × 9 = _____	35. 5 × 3 = _____	36. 5 × 8 = _____
37. 5 × 4 = _____	38. 4 × 3 = _____	39. 1 × 7 = _____

40. 3 × 10 = _____



M - Times Tables (1x, 2x, 3x, 4x, 5x)

©Teaching PACKS
www.teachingpacks.co.uk
Images: © Getty Images

Number Bond Maze

Can you find the pairs of numbers that add up to 10?
Start below and find a path to the exit.

START

1 + 9	2 + 8	2 + 2	3 + 6	1 + 7	5 + 6	3 + 8	9 + 3
4 + 4	5 + 5	1 + 0	2 + 3	5 + 4	7 + 4	8 + 5	10 + 2
6 + 3	0 + 10	6 + 6	5 + 5	9 + 1	5 + 5	6 + 4	8 + 5
7 + 2	7 + 3	4 + 6	2 + 8	8 + 3	4 + 9	3 + 7	5 + 7
6 + 6	5 + 4	3 + 9	10 + 1	7 + 6	8 + 4	10 + 0	5 + 4
6 + 5	7 + 4	8 + 3	10 + 0	4 + 6	8 + 2	9 + 1	9 + 2
7 + 4	8 + 3	5 + 10	1 + 9	3 + 8	2 + 9	7 + 5	4 + 8
9 + 3	6 + 6	4 + 7	2 + 8	5 + 5	2 + 8	6 + 4	7 + 3

EXIT

© Teaching PACKS www.teachingpacks.co.uk

Number Bond Maze

Number Bonds to 10

ANSWERS

START

1 + 9	2 + 8						
	5 + 5						
	0 + 10		5 + 5	9 + 1	5 + 5	6 + 4	
	7 + 3	4 + 6	2 + 8			3 + 7	
						10 + 0	
			10 + 0	4 + 6	8 + 2	9 + 1	
			1 + 9				
			2 + 8	5 + 5	2 + 8	6 + 4	7 + 3

EXIT

© Teaching PACKS www.teachingpacks.co.uk

Number Bond Maze

Can you find the pairs of numbers that add up to 20?
Start below and find a path to the exit.

START

5 + 15	10 + 11	8 + 13	14 + 5	9 + 19	7 + 14	11 + 11	5 + 14
10 + 10	9 + 11	4 + 16	2 + 18	17 + 3	10 + 10	8 + 14	18 + 3
11 + 8	6 + 15	7 + 14	9 + 12	10 + 20	15 + 5	20 + 0	9 + 11
11 + 9	2 + 18	16 + 4	17 + 3	5 + 14	8 + 18	7 + 15	12 + 8
7 + 13	12 + 11	14 + 7	1 + 19	0 + 20	8 + 12	4 + 16	13 + 7
12 + 8	9 + 12	7 + 15	9 + 10	10 + 11	8 + 14	9 + 13	19 + 2
6 + 14	3 + 17	15 + 5	4 + 15	7 + 14	8 + 12	17 + 3	1 + 19
19 + 3	1 + 17	1 + 19	7 + 13	4 + 16	9 + 11	0 + 21	5 + 15

EXIT

© Teaching PACKS www.teachingpacks.co.uk

Number Bond Maze

Number Bonds to 20

ANSWERS

START

5 + 15							
10 + 10	9 +11	4 + 16	2 + 18	17 + 3	10 + 10		
					15 + 5	20 + 0	9 +11
11 + 9	2 + 18	16 + 4	17 + 3				12 + 8
7 + 13			1 + 19	0 + 20	8 + 12	4 + 16	13 + 7
12 + 8							
6 + 14	3 + 17	15 + 5			8 + 12	17 + 3	1 + 19
		1 + 19	7 + 13	4 + 16	9 + 11		5 + 15

EXIT

© Teaching PACKS www.teachingpacks.co.uk