Target number-

Give your child a target number; from this they can create as many addition, subtraction, multiplication and division facts as they can think of. It is a chance for your child to think about a number and the ways that it can be made. It also helps in getting your child to use their knowledge of the four operations and develop confidence with these.

Multiplication game-

Times table practice is an extremely important mental maths skill. Times table board games are a fun way to practice these. Today, the children were playing a game which meant rolling a dice and whichever multiplication they landed on, they had to work out the answer. If they got it right, they could move on. If they got it wrong, they had to go back. It was first to the finish! Other ways of practicing times tables might include multiples ping pong where you say one number in a sequence and your child says the next; For example- 4, 8, 12, 16 etc. or table ping pong where you take turns to say the table sentence; For example 3 times 4 is 12, 4 times 4 is 16. This doesn't need any resources. You could also try

Dice multiplication-

Start by using 2 dice and ask your child to roll them. They must then multiply the numbers together. Today, the children used a number board. The aim was to cross off four numbers in a row and they would be the winner of that round. However, this could be done at home using just 2 dice. It could also be extended to using 3 or 4 dice if your child is getting confident.

Close Call: An Addition Game

Challenge your child to create number sentences as close to 100 as they can, without going over. This requires them to evaluate all possible number sentences; based on the numbers they are given. Try talking through the game with your child, asking them what they're thinking as they select cards, and making discoveries together!

What You Do:

1. Remove 10s and face cards from the deck. Shuffle the deck and deal each player 6 cards.
2. Each player selects four of their cards and creates two 2-digit numbers from them. The goal is to create two numbers that have a total as close to 100 as possible, without going over.
   (For example, a player may choose to use the cards 4, 6, 8, and 1, creating the problem 14 + 86 = 100.)
3. After players have made their selections, they place their cards face up in front of them, arranging them so other players can see which two numbers they have created.
4. The player with the numbers closest to 100, without going over, wins a point. In the case of a tie, a point is awarded to each team.
5. Shuffle the cards before dealing another round.