



MATHS

Children learn better if playing these games with an adult or older sibling.

If this is not possible, your child can play these with just 1 player.

 Watch videos how to play these games on our KCNH Homework Club Facebook page:

 @KCNHhom 

 You can also download and translate the instructions from:

 @KCNHhomework using:  **Google** Translate <https://translate.google.com/>

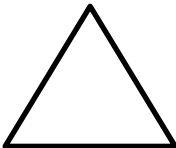
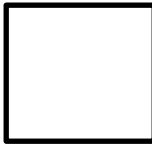

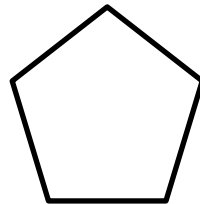
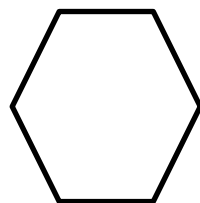
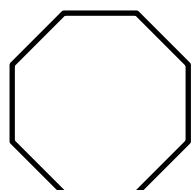
If you have any questions, please email: **homeworkclub@kcnh.org.au**

SHAPES




You will need:



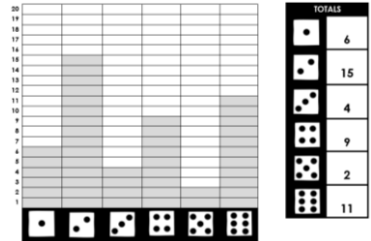
1. Using the sticks see if you can make these shapes


Shape	Number of Sides	Number of sticks	Looks like
Triangle	3	3	
Square	4	4	
Rectangle	4	6	
Pentagon	5	5	
Hexagon	6	6	
Octagon	8	8	

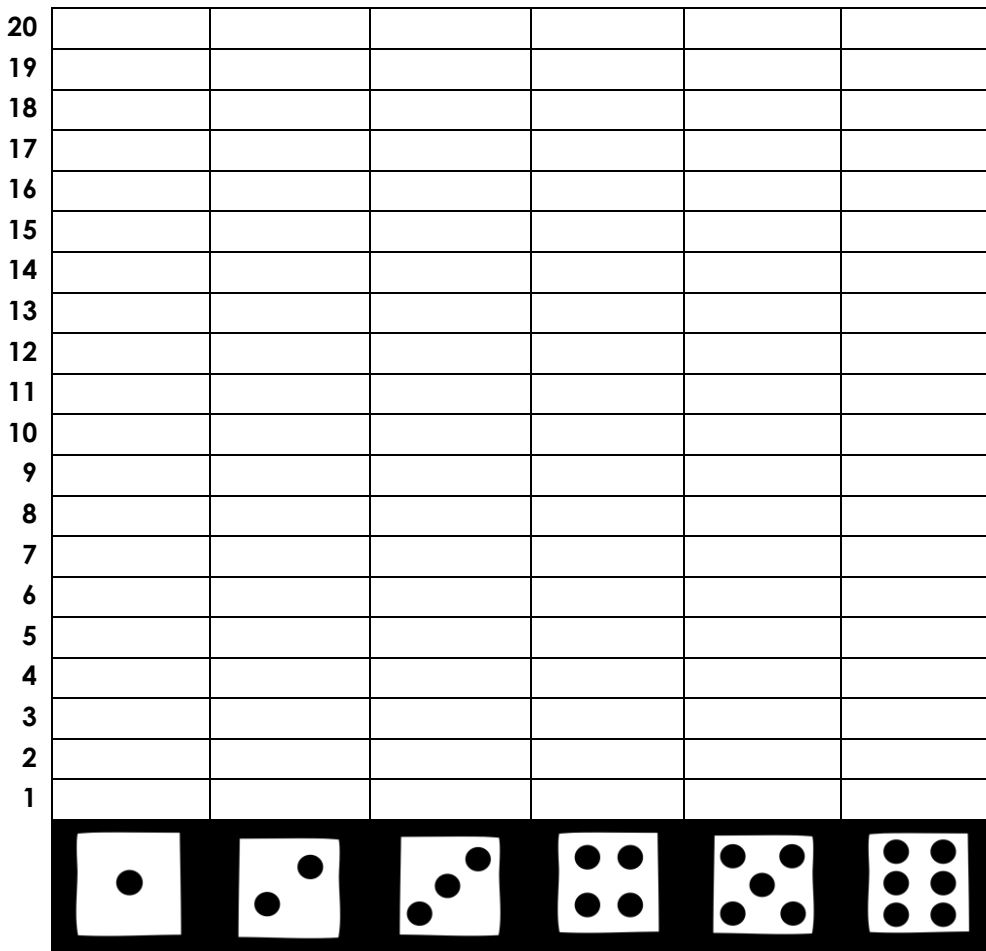
DICE GRAPHING





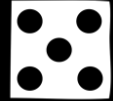

You will need:  +  or 

EXAMPLE:



1. Roll 1 x 
2. Colour 1 box above that number
3. Repeat 20 times
4. Count how many times each number was rolled
5. Fill in the TOTALS box



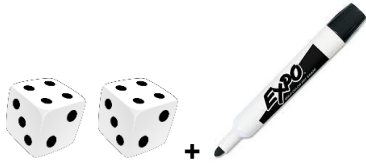
TOTALS	
	
	
	
	
	
	

Write a sentence about which number had **“the most”**:

Write a sentence about which number had **“the least”**:

TENS FRAME GAME

You will need: 2 x



1. Roll the dice
2. Draw that many dots in the TENS FRAME
3. How many more dots to get to 10?
4. Write the equation in the box using white board marker

TENS FRAME

TENS FRAME

Write equation here (eg: $3 + 7 = 10$)

EXAMPLE:

I roll a 3 

I draw 3 dots & count how many more to get to 10

●	●	●	○	○
○	○	○	○	○

I write my equation in the box

$$3 + 7 = 10$$

DICE GAME: ADDITION & SUBTRACTION

You will need




+ 12



+ pen & paper

ADDITION

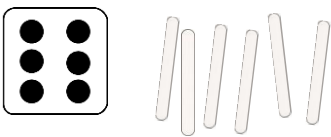
1. Roll 1st dice, count out that many sticks.
2. Roll 2nd dice, count out that many sticks.
3. Count how many sticks all up.
4. Record your equation in your maths book eg



6 + **2** = **8**

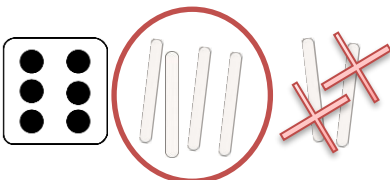
SUBTRACTION

1. Roll 2 dice 
2. Pick the dice with the largest number and count out that many sticks



3. Take the number from the other dice away.

6 sticks, take away 2



4. Write down the equation and answer in your book eg:

$$6 - 2 = 4$$

PLACE VALUE MAT

TENS

ONES

--	--

MAKING TENS AND ONES

You will need:



+



+ sticks



+ rubber bands



1. Grab a large handful of loose sticks

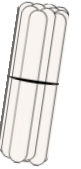


2. Start counting into groups of ten

10



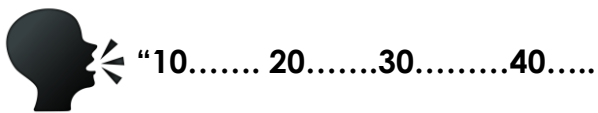
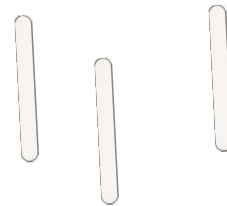
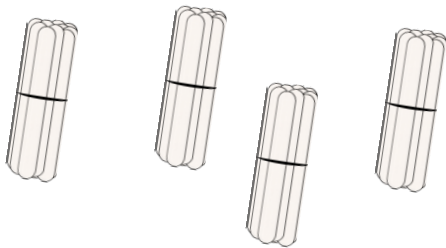
3. When you have a group of ten put a rubber band around it to make a "bundle of ten"



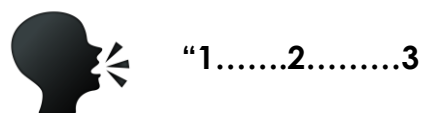
4. Count how many "bundles of ten" and how many "sticks"



EXAMPLE:





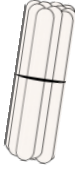
"FORTY (40)"



"THREE (3)"



TENS & ONES: PLACE VALUE

You will need:  +  +  sticks or 'ones' +  "group of ten"

1. Roll dice and write number in the
- 2.

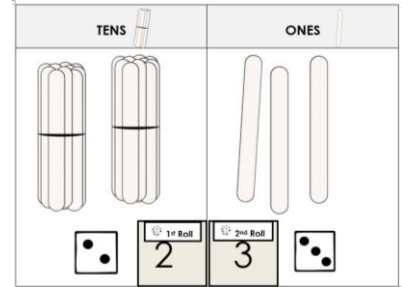
 1st Roll

box



3. Roll dice again, write number in

 2nd Roll

box



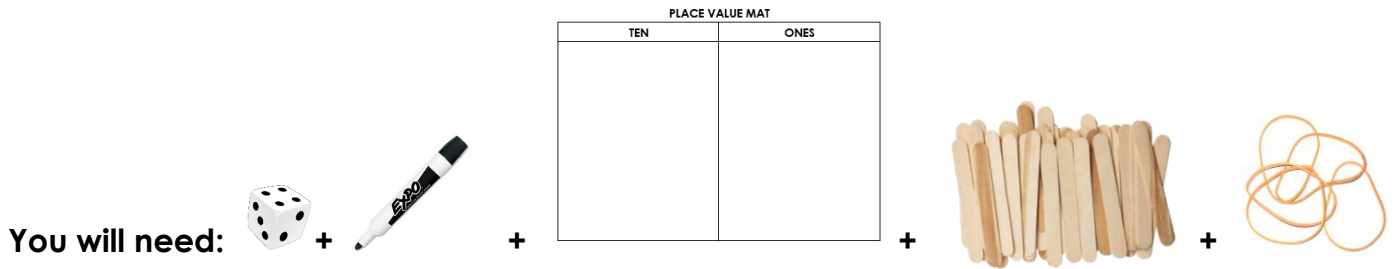
4. Make the number using tens and ones

TENS 	ONES 

TENS

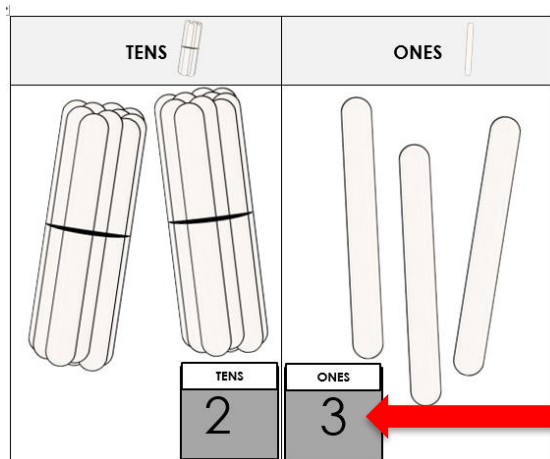
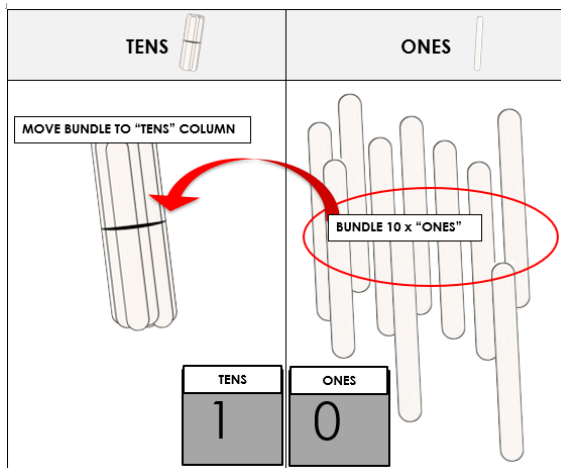
ONES

THE BANKER: PLACE VALUE



RULES:

1. Roll dice. Count that many sticks into the "ONES" column
2. **THERE CAN NEVER BE MORE THAN 10 STICKS IN THE "ONES" COLUMN**
3. Each time you get 10 sticks in the "ONES" column, bundle them with rubber band and place in "TENS" column.



4. Write the number of TENS and ONES with marker each time
5. Keep rolling to see how quickly you can get to 50 or 100!

TENS



ONES



TENS

ONES

100's Chart

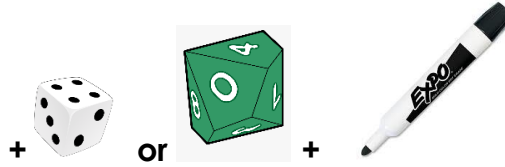
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

RACE TO 100

HUNDREDS CHART

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

You will need:



1. Roll 1 dice
2. Move forward that number of spaces
3. Colour the number you land on
4. Keep rolling until you reach 100.

TOO HARD? Try:

1. Roll 1 x Race to 20
2. Roll 1 x Start at 20 and race back to 1

EXTRA CHALLENGES

Addition:

Roll 2 x dice, add them together, move that many spaces.

Subtraction:

Start at 100. Roll 1 or 2 dice, move backwards. See who can reach zero first.

Multiplication:

Roll 2 x , multiply the numbers together and move forward that many spaces.

MAGIC 100 SQUARE

You will need:



+

HUNDREDS CHART

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

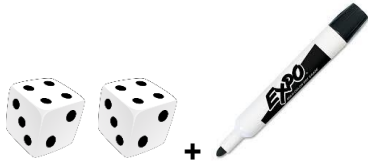
1. Place the Magic Square on a number
2. Make sure flaps are closed so you can't see answers
3. Answer questions on square (eg 1 more, 1 less, 10 more, 10 less)
4. Lift the flap to check answers



HINT

Look for number patterns before you start (eg all the numbers in each column end in the same number, all the numbers in each row follow a sequence and have the same digit in the tens place). You can use these patterns to help find your answers!

CONNECT 4: Multiplication



You will need:

1. Roll 2 dice
2. Multiply the numbers together
3. If your number is on the board, colour it in
4. Take turns and see who can connect 4 in a row first
5. If playing by yourself, see how many turns it takes to get 4 in a row

36	2	63	81	49	5	25
7	35	6	2	18	56	1
64	3	20	8	24	30	4
90	6	63	0	36	16	64
5	30	9	72	3	24	70
16	8	12	15	4	32	10
15	18	56	25	8	49	20


***Top tip: Try to block your partner's rows to win

BEAT THE TEACHER: PLACE VALUE

YOU WILL NEED:







The aim of the game is to get the highest number possible number

1. Roll 1 dice 
2. Choose a column and write the number (HUNDREDS, ONES, MILLIONS etc)
3. Repeat until you have a filled all 7 columns
4. Re-arrange the digits in the to make the highest possible number
5. Was your original number the highest? If so, you beat the teacher!

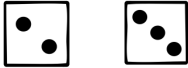
	Millions	Hundred thousands	Ten thousands	Thousands	Hundreds	Tens	Ones
My number							
Highest possible number							

HINT: Place larger dice numbers in the higher columns (*MILLIONS, HUNDRED THOUSANDS ETC*)

BLOCK OUT

You will need:  or  +  +  + pen

1. Each player chooses 1 colour pencil
2. Roll 2 dice
3. On your graph paper draw a rectangle using your dice numbers as the length and width
4. Take turns until there is no more room to draw add all the areas of the rectangles, the highest score wins.
5. If you're playing alone, you can play both colours and see which one wins

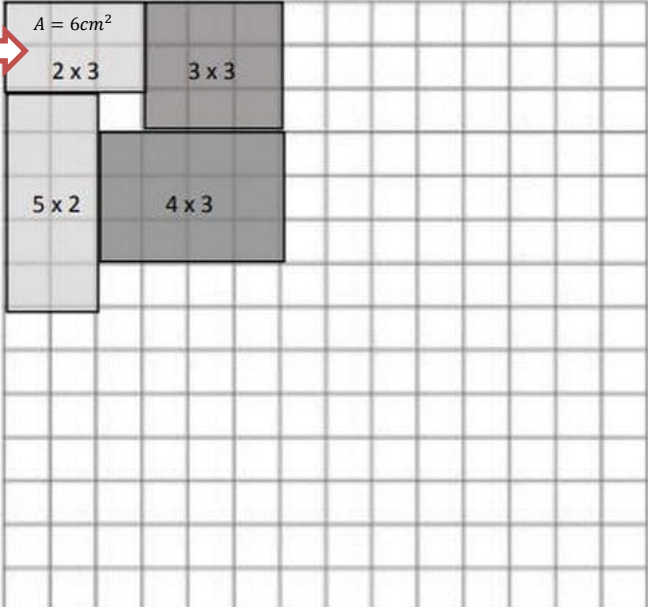
 →

I roll: 2 & 3

I draw rectangle with:

Length = 2cm square
Width = 3cm square

So my area is:
 $2cm^2 \times 3cm^2 = 6cm^2$



HOW TO WORK OUT AREA **Area**= length x width.

So if your rectangle is 2cm (length) by 3cm (width) you would work this out by:

$$2cm \times 3cm = 6cm \text{ squared or } 6cm^2$$

HINT: You can also count how many squares or cm^2 are inside the rectangle.

MAGIC 100 SQUARE

You will need:



+

HUNDREDS CHART

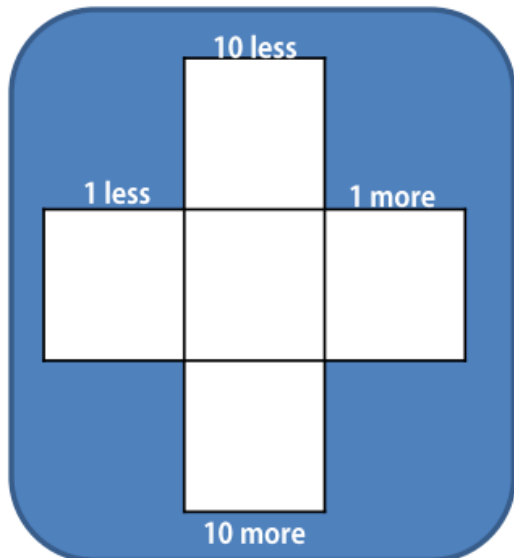
1	2	3	4	5	6	7	8	9	10
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61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

1. Place the Magic Square on a number
2. Make sure flaps are closed so you can't see answers
3. Answer questions on square (eg 1 more, 1 less, 10 more, 10 less)
4. Lift the flap to check answers



HINT

Look at the hundreds chart before starting, look for number patterns (eg all the numbers in each column end in the same number, all the numbers in each row follow a sequence and have the same digit in the tens place. You can use these patterns to help find your answers!



1. Cut around outside of magic square.
2. Cut out centre
3. Cut flaps carefully being sure to leave one line attached (see picture above for final product)

Name: _____

Date: _____

100 Chart

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

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