North Baddesley Infant School

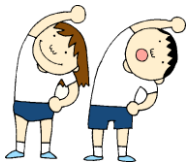
Maths Games for Home

Simple Maths games to play at home with your children

Guess my number

One person thinks of a number and gives clues to a second person about their number, e.g. “My number is even”, or “My number is in the 10 times table”. It might be helpful for your child to have a number line or hundred square to look at in front of them. Alternatively, the second person could ask questions to try and guess the mystery number, e.g. “Does it have a 5 at the end?” or “Is it bigger than 20?”

Counting keep fit!

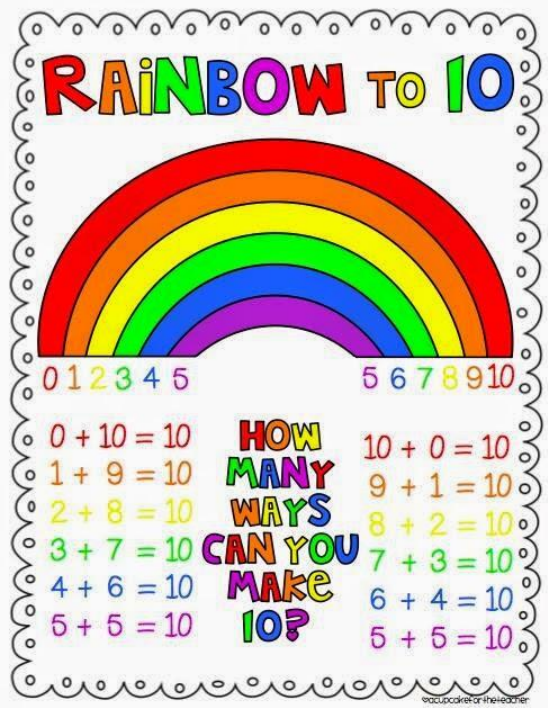


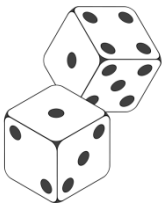
Count in 1s, 2s, 5s, 10s, etc, with actions; for example, do star jumps as you count in 2s, then hops as you count in 5s. You could also have an action for when you reach a ‘target number’; for example, you could do star jumps counting in 2s, then put your hands on your head when you get to 20.

Hide the number

On a number line or hundred square, cover one or some of the numbers (using a piece of card or a counter). Can your child work out what the covered number is? Now see if your child can explain how they got to that answer, e.g. “It comes before 13 and after 11” or “It is a teen number”. Then ask your child to hide a number, e.g. “Hide a number greater than 15” or “Hide a number that is odd”.

Know your 'number bonds'
You could use counters, dried pasta pieces or toys for this activity. Take 10 objects and work out how many ways you can split them into two groups, e.g. 9+1, 5+5, etc. This will help your child learn their 'number bonds to 10'. Your child could also try to find number bonds to 20 or 100





Roll the dice
Roll two (or three) dice and ask your child to add the two (or three) numbers together as quickly as they can. You could also use dice in this way for subtraction and multiplication. Again, you can switch it around so they roll the dice for you; this is when you can model how you might work it out, e.g. counting the dots, counting on or using a number line.

Guess the coin

Look at all the different coins. One person holds/hides a coin and gives a second person facts about it, e.g. “It is silver”, “It is circular”, etc, until they guess what the coin is. Alternatively, one person could also say that they have 30p in their hand and the other person has to guess what coins they might have to make that amount, e.g. 10p, 10p and 10p, or 20p, 5p and 5p, etc.

Post-it Challenge

Write a number on a post-it note and then stick it on another person’s forehead without letting them see the number. They must ask questions to help them work out the number, e.g. “Is it odd?”, or “Does it start with a 5?”, etc. Answers can only be ‘yes’ or ‘no’. It may be helpful to your child to have a number line or hundred square to look at in front of them.

Flip the card

Have cards numbered 0–9 face down on a table. This is a two player game. Each player flips over 2 (or 3, etc) cards and adds them together. Whoever has the biggest number wins a point/counter. You could also have a start number and then whichever card (or two) you flip over need(s) to be taken away from the start number. The possibilities are endless with this game!

Speedy pairs to 10

Make a set of 12 cards showing the numbers 0 to 10, but with two 5s. Shuffle the cards and give them to your child. Time how long it takes to find all the pairs to 10. Repeat later in the week. See if your child can beat his/her time.

What's the question?

Give your child an answer. Ask them to write as many number sentences as they can with this answer. You could just ask for addition sentences or any type of calculation.

Circle trios

Each person draws four circles on a piece of paper and writes four numbers between 3 and 18, one in each circle. Take turns to roll a dice three times and add the three numbers. If the total is one of the numbers written in one of your circles, then you may cross it out. The first to cross out all four numbers wins.

Tug of war

One player is called PLUS and the second player is called MINUS. Both players place a counter on number 14 on a number line from 1-27. Plus moves to the right and Minus moves to the left. Players take it in turns to throw two dice, add up the two numbers showing, then move that number of places in the correct direction (right or left). If the counter reaches one Minus has won and if the counter reaches 27 Plus has won.

Other good games to play:

- Uno – a good game for recognising and matching numbers
- Dominoes – supports counting and associating patterns with numbers
- Snakes and Ladders – counting numbers up to 100
- Scrabble – adding, multiplying (doubling, trebling) and good for vocabulary development and spelling
- Monopoly – good for handling money, paying using notes, giving change
- Yahtzee – a good game for adding, multiplying and probability

Key questions

Even when your child has been successful at a learning activity it is useful to question them to aid their understanding.
For example:
 How did you find that out?
 How can you prove it?
 Can you work it out another way?
 How could you use what you have found out to solve this …?