

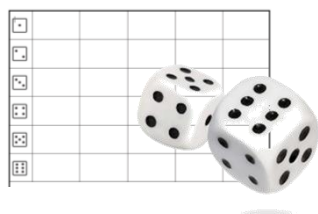


## Card games

### Suggested activities for Card games–

**Always take out all Kings, Queens, Jacks and Jokers from the pack. The Ace card counts as 1.**

- **Number bonds to 10-** Ask your buddy to turn over a card from the pack, then ask them what number they would need to add to that number to make 10.
- **Number bonds to 20-** Ask your buddy to turn over a card from the pack, then ask them what number they would need to add to that number to make 20.
- **Doubles-** Ask your buddy to turn over a card. Ask them to double the number on the card.
- **Go FISH –** Take five cards each. Put the others in a pile (to make the pond). If you have any double cards take them out (your buddy must tell you what the double is e.g double 8 is 16). Each player then takes it in turns to ask if the other player has a number they need to make a double. If you have a card with 4 you would say ‘do you have a 4?’ If the other person doesn’t have the card they will say ‘Go fish’ and the player asking must pick up a card from the pond. As soon as you have a double you put it down and say what it is. The winner is the person who gets rid of all their cards first.
- **Multiplication game-** Turn over two cards from the pack and multiply them together.



## Dice Games



## Whiteboards and Pens

### Suggested activities for dice games –

- Roll dice and add it to number on grid. How many times do you get the same number?
- Write down six numbers between 1 and 12. Your buddy then rolls the dice and adds the numbers together. Each time they get one of the six numbers put a tick beside them.
- Roll two dice. Multiply the two numbers together.

### Suggested activities for whiteboards and pens –

- Write down different calculations for your buddy to solve.
- Get your buddy to draw the number in different ways.  
e.g 8 could be 8 dots or 2 groups of 4.