

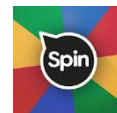
# Maths Game

## 100 Square Journey

A game for up to 4 players

### You will need:

- A 100 square grid
  - A different coloured counter or playing piece for each player
  - A six section spinner labelled +1, -1, +10, -10, blank, blank
- For the spinner, you can:*
- use the template from the resources below or create your own;
  - create one using the website <https://wheelofnames.com/>
  - create one using the Spin the Wheel app for Android or Apple



### Instructions

Each player chooses their counter or playing piece and puts it anywhere they choose on the green section of the 100 square or 20 track.

They then take it in turns to spin the spinner and follow the instruction they land on, for example, if a player starts on 44 and rolls +10, they move their counter to 54.

The aim of the game is to avoid landing on a red square. When a player lands on a red square, the game is over and the person nearest the green section is the winner (there can be a tied game if players are equally near).

### Information for Parents/Carers

The variations of this game are designed to support place value skills by looking at the digits that change when players move between squares. Encourage your child to calculate mentally if possible, looking at what changes and what stays the same. For younger children, counting out equipment such as sweets, dried beans or building blocks, then adding one more or removing one is a very useful way of checking.

As a guide to which version of the game to play with your child:

**EYFS:** 1 – 20 number track and spinner

**Year 1 and 2:** Game board 1 and spinner

**Year 3:** Game board 2 and spinner

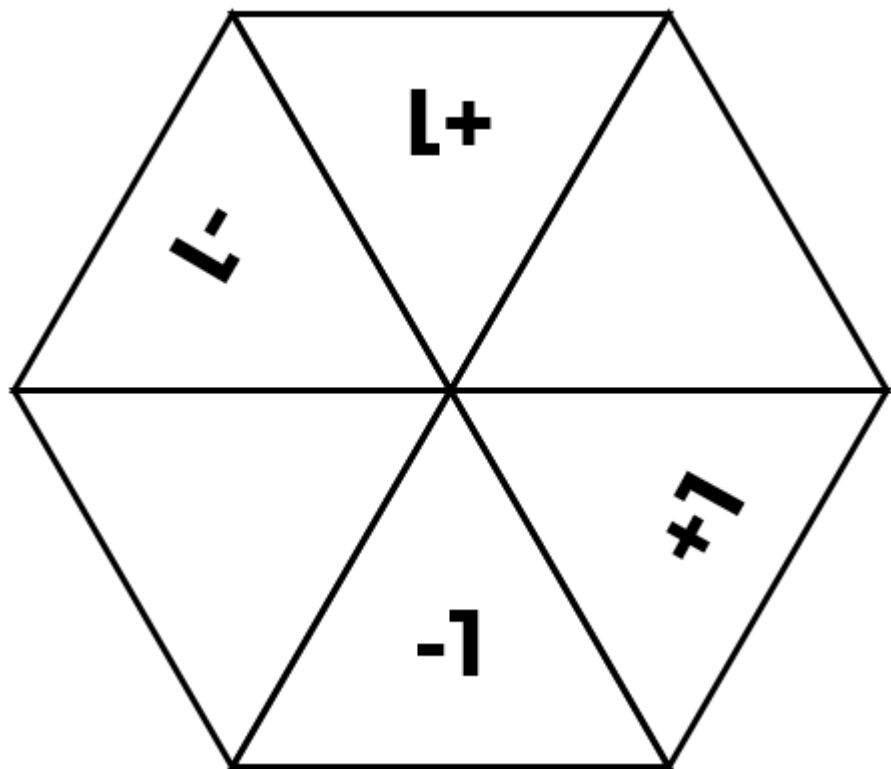
**Year 4:** Game board 3 and spinner

**Years 5 and 6:** Game board 4 and spinner

# Maths Game

## 1 – 20 Number Track and Spinner

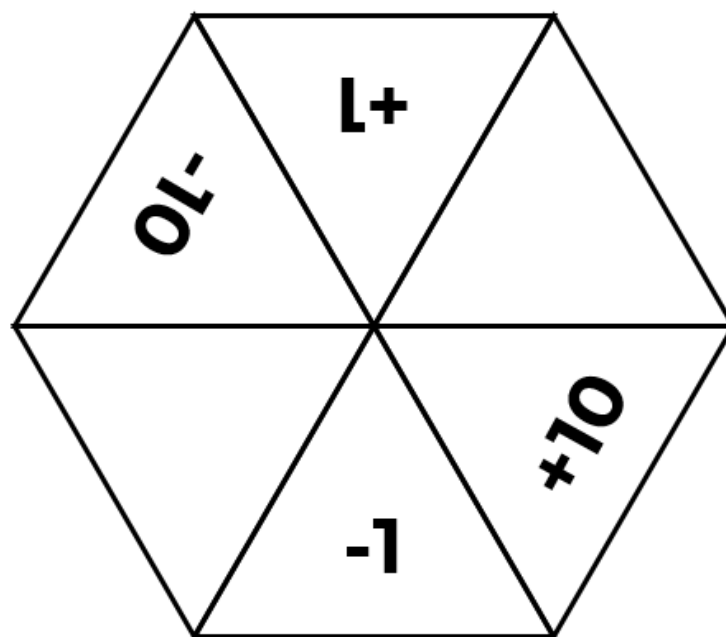
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1



# Maths Game

## Game board 1 and Spinner

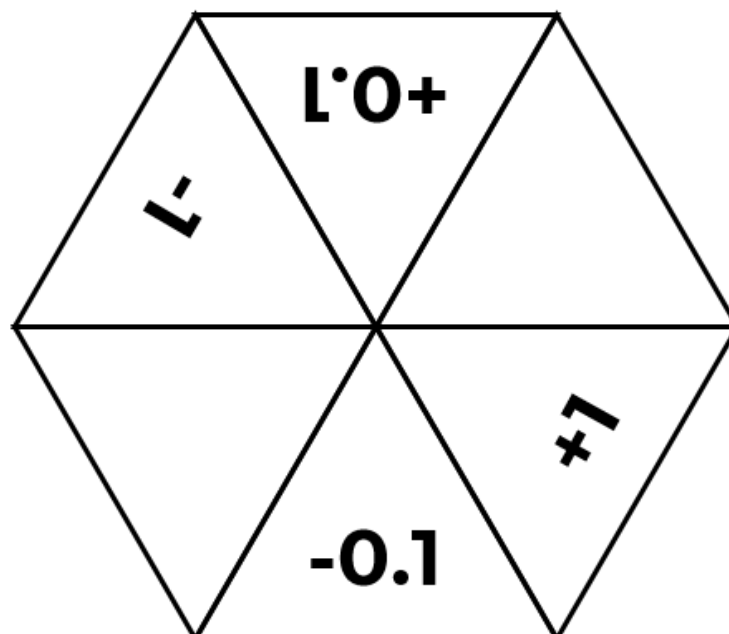
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80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



# Maths Game

## Game board 2 and Spinner

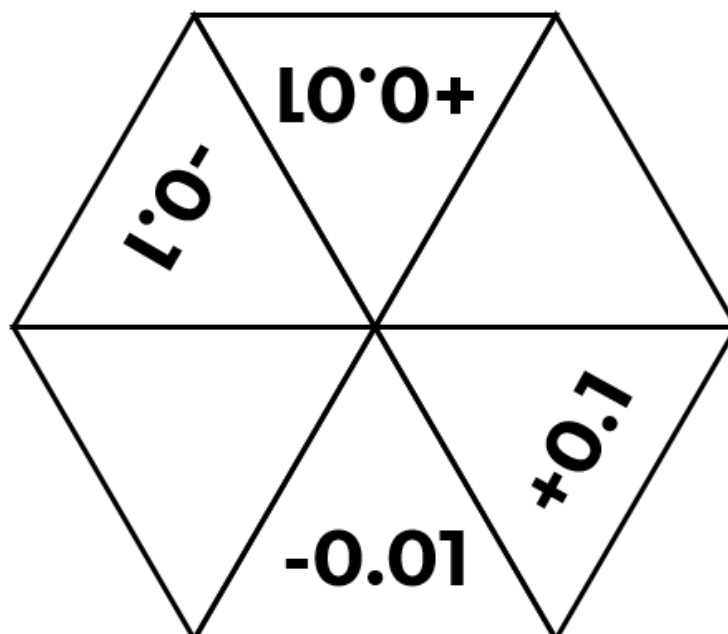
<b>0.1</b>	<b>0.2</b>	<b>0.3</b>	<b>0.4</b>	<b>0.5</b>	<b>0.6</b>	<b>0.7</b>	<b>0.8</b>	<b>0.9</b>	<b>1.0</b>
1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0
2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8	2.9	3.0
3.1	3.2	3.3	3.4	3.5	3.6	3.7	3.8	3.9	4.0
4.1	4.2	4.3	4.4	4.5	4.6	4.7	4.8	4.9	5.0
5.1	5.2	5.3	5.4	5.5	5.6	5.7	5.8	5.9	6.0
6.1	6.2	6.3	6.4	6.5	6.6	6.7	6.8	6.9	7.0
7.1	7.2	7.3	7.4	7.5	7.6	7.7	7.8	7.9	8.0
8.1	8.2	8.3	8.4	8.5	8.6	8.7	8.8	8.9	9.0
<b>9.1</b>	<b>9.2</b>	<b>9.3</b>	<b>9.4</b>	<b>9.5</b>	<b>9.6</b>	<b>9.7</b>	<b>9.8</b>	<b>9.9</b>	<b>10.0</b>



# Maths Game

## Game board 3 and Spinner

0.01	0.02	0.03	0.04	0.05	0.06	0.07	0.08	0.09	0.1
0.11	0.12	0.13	0.14	0.15	0.16	0.17	0.18	0.19	0.2
0.21	0.22	0.23	0.24	0.25	0.26	0.27	0.28	0.29	0.3
0.31	0.32	0.33	0.34	0.35	0.36	0.37	0.38	0.39	0.4
0.41	0.42	0.43	0.44	0.45	0.46	0.47	0.48	0.49	0.5
0.51	0.52	0.53	0.54	0.55	0.56	0.57	0.58	0.59	0.6
0.61	0.62	0.63	0.64	0.65	0.66	0.67	0.68	0.69	0.7
0.71	0.72	0.73	0.74	0.75	0.76	0.77	0.78	0.79	0.8
0.81	0.82	0.83	0.84	0.85	0.86	0.87	0.88	0.89	0.9
0.91	0.92	0.93	0.94	0.95	0.96	0.97	0.98	0.99	1



# Maths Game

## Game board 4 and Spinner

0.001	0.002	0.003	0.004	0.005	0.006	0.007	0.008	0.009	0.01
0.011	0.012	0.013	0.014	0.015	0.016	0.017	0.018	0.019	0.02
0.021	0.022	0.023	0.024	0.025	0.026	0.027	0.028	0.029	0.03
0.031	0.032	0.033	0.034	0.035	0.036	0.037	0.038	0.039	0.04
0.041	0.042	0.043	0.044	0.045	0.046	0.047	0.048	0.049	0.05
0.051	0.052	0.053	0.054	0.055	0.056	0.057	0.058	0.059	0.06
0.061	0.062	0.063	0.064	0.065	0.066	0.067	0.068	0.069	0.07
0.071	0.072	0.073	0.074	0.075	0.076	0.077	0.078	0.079	0.08
0.081	0.082	0.083	0.084	0.085	0.086	0.087	0.088	0.089	0.09
0.091	0.092	0.093	0.094	0.095	0.096	0.097	0.098	0.099	0.1

