Maths Game

Addition and Multiplication Bingo

A game for 2 players

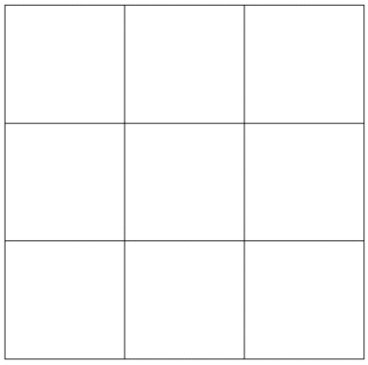
You will need:

- A game board for each player
- Two 1 - 6 dice
- A pencil for each player

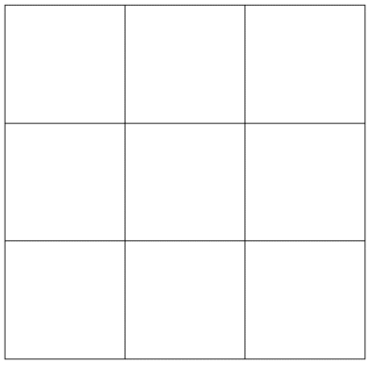
Instructions

Version 1 – Addition Bingo

Each player starts the game with a blank game board.



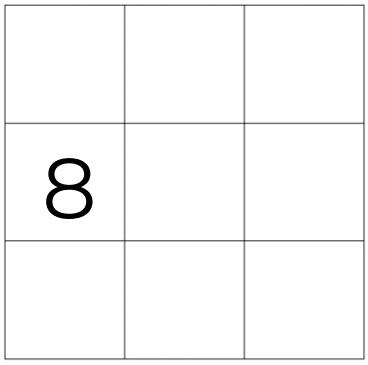
Player 1



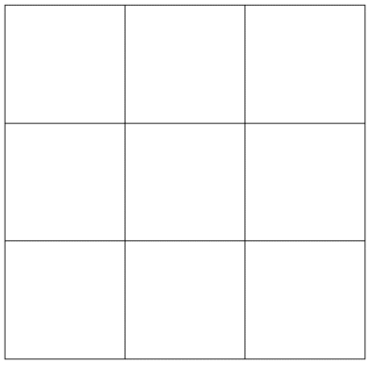
Player 2

Player 1 throws the two dice and adds the dots on the dice together. They write the total of the dots in any blank square on their game board.

e.g.



Player 1



Player 2

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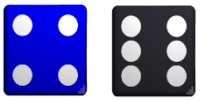
Player 2 now throws the two dice and adds the dots on the dice together. They write the total of the dots in any blank square on their game board.

8		

Player 1

		10

Player



Players continue to take turns throwing the dice until all the squares on their game boards have numbers in them.

e.g.

2	11	8
8	5	7
7	12	3

Player 1

3	6	10
4	2	3
12	9	11

Player 2

Player 1 now throws the two dice and adds the dots on the dice together. If they have the total of the dots in a square on their game board they cross that number out.

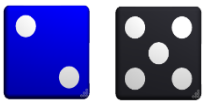
e.g.

2	11	8
8	5	7
~~7~~	12	3

Player 1

3	6	10
4	2	3
12	9	11

Player 2



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Player 2 now throws the two dice and adds the dots on the dice together. If they have the total of the dots in a square on their game board they cross that number out.

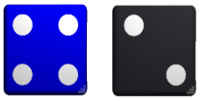
e.g.

2	11	8
8	5	7
~~7~~	12	3

Player 1

3	~~6~~	10
4	2	3
12	9	11

Player 2



Players continue to take turns.

If a player rolls the dice and has the total of the dots in more than one square on their game board they are only allowed to cross out one of the numbers.

If a player rolls the dice and does not have the total of the dots in any square on their game board then they cannot cross out any numbers.

The winner is the player who is first to cross out all their numbers.

Version 2 – Multiplication Bingo

Each player starts the game with a blank game board. They agree on a multiplication table to practice. e.g. 5 times table

Player 1

Player 2

Maths Game

Player 1 throws the two dice and adds the dots on the dice together. They multiply the total of the dots by the number of the table that they are practising and write the answer in any blank square on their game board.

e.g.

40		

Player 1

Player 2

8 × 5 =

Player 2 throws the two dice and adds the dots on the dice together. They multiply the total of the dots by the number of the table that they are practising and write the answer in any blank square on their game board.

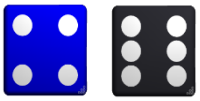
e.g.

40		

Player 1

		50

Player 2



10 × 5 =

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Players continue to take turns throwing the dice until all the squares on their game boards have numbers in them.

e.g.

10	55	40
40	25	35
35	60	15

Player 1

15	30	50
20	10	15
60	45	55

Player 2

Player 1 now throws the two dice and adds the dots on the dice together. They multiply the total of the dots by the number of the table that they are practising. If they have the answer in a square on their game board they cross that number out.

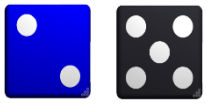
e.g.

10	55	40
40	25	35
~~35~~	60	15

Player 1

15	30	50
20	10	15
60	45	55

Player 2



7 × 5 = 35

Player 2 now throws the two dice and adds the dots on the dice together. They multiply the total of the dots by the number of the table that they are practising. If they have the answer in a square on their game board they cross that number out.

Players continue to take turns.

The winner is the player who is first to cross out all their numbers.

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Version 3 – Decimal Tenths Multiplication Bingo

This version is identical to Version 2 except that the total of the dots on the dice becomes that number of decimal tenths. The decimal tenths are then multiplied by the table that is being practised.

e.g. If the table being practised is the 7 times table.

5.6		

Player 1

Player

0.8 × 7 = 5.6

Version 4 – Decimal Hundredths Multiplication Bingo

This version is identical to Version 3 except that the total of the dots on the dice becomes that number of decimal hundredths. The decimal hundredths are then multiplied by the table that is being practised.

e.g. If the table being practised is the 6 times table.

0.48		

Player 1

Player

0.08 × 6 =

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Information for Parents/Carers

Try to encourage your child to calculate mentally during their turn. For younger children, provide them with objects to help count on with, such as coins, buttons or sweets. When playing the multiplication game, encourage children to recite their times table if they are not sure, e.g.

one three is three
two threes are six
three threes are nine
four threes are twelve etc

rather than just counting in threes, e.g. 3, 6, 9, 12 etc. This will help them in developing their knowledge of the times tables facts, rather than counting.

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

EYFS and Year 1: Version 1

Year 2: Version 2 practising the 2, 5 or 10 times table

Year 3: Version 2 practising the 2, 3, 4, 5, 8 or 10 times table

Year 4: Version 2 practising any times table from the 2 times table to the 12 times table

Year 5 and 6: Version 3 or Version 4

To see this game in action, you can watch it on the LPDS YouTube channel here:

https://youtu.be/3wcuVvRUyfU

Maths Game

Lancashire Professional Development Service

