

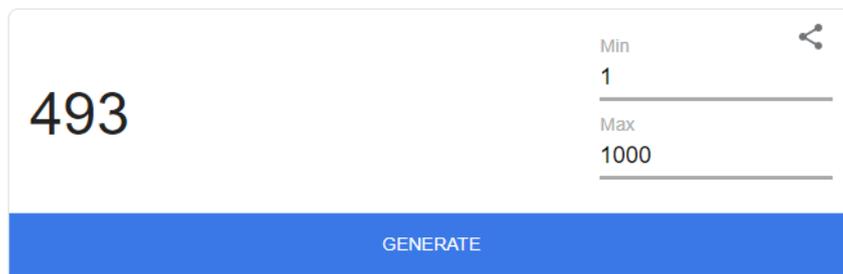
Maths Game

Pass the Papers

A game for 2 or more players

You will need:

- One piece of paper for each player
- A different coloured pen or pencil for each player
- A random number generator (dice, app, playing cards, bingo balls etc.) that creates numbers within the children's ability. If you search **Random Number Generator** on Google, it brings up the following where you can enter the minimum and maximum values.



The screenshot shows a digital random number generator interface. On the left, the number '493' is displayed in a large, bold, black font. On the right, there are two input fields: 'Min' with the value '1' and 'Max' with the value '1000'. A blue bar at the bottom contains the word 'GENERATE' in white capital letters. A share icon is visible in the top right corner.

Instructions

Each player uses a randomly generated number as the adding instruction.

For example, if 6 is the number generated then the instruction for that piece of paper is 'add 6'.

This is written at the top of that player's piece of paper.

Each player does this separately so there is a different adding instruction for each piece of paper.

Use the random number generator again for each player to get a starting number. For example, if 4 is generated then this is written at the top left of the piece of paper.

The instruction for the paper should be done to this first number. For example, if add 6 is the instruction then the next number written is 10 because 4 add 6 equals 10.

Once each player has done this, the papers are passed to the person on their left.

The adding instruction for each piece of paper must be followed and used on the last number written.

Once each player has written the next number for the paper they now have, the process is repeated until one player is the winner.

The winner is the first person to write a number that is 100 or more.

The winning target number can be changed depending on the numbers being practised.

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Information for Parents/Carers

Some children might like to have a plain piece of paper alongside their 'passing paper' to help them calculate the answer. Children should be encouraged to calculate in their head where possible, but they may make jottings or marks on the paper to help them.

For younger children, such as those in Reception or Year One, they might like to have equipment, such as Lego bricks, coins or sweets to help them count on the step number.

As a guide to the numbers to work with for your child:

Reception: Step sizes of 1 or 2; target number of 20.

Year One: Step sizes of 1, 2, 3, 4, 5 or 10; target number of 50.

Year Two: Step sizes up to 10; target number of 100.

Year Three: Step sizes up to 10 or 20, 30, 40, 50, 60, 70, 80, 90, 100; target number of up to 1000.

Year Four: Step sizes up to 100; target number of up to 10,000.

Year Five: Step sizes up to 1000; target number of up to 1,000,000.

Year Six: Any step size; any target number

For Years Five and Six, this game could also be played with decimal numbers with up to 2 decimal places, i.e. 2 numbers after the decimal point.

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

<https://youtu.be/3PgHW0GQu10>