

Maths Game

Guess Who?

A game for 2 players

You will need:

- A number grid
- A pencil

Instructions

Each player needs a number grid and selects one of the numbers without the other player seeing. A circle could be drawn around it or it could be written on a separate piece of paper, making sure it is not seen by the other player.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

Player 1 asks a question about their opponent's number that has a 'Yes' or 'No' answer. For example, 'Does your number have 2 digits?'

Because the answer is 'Yes', then Player 1 can cross out all the numbers that **do not** have 2 digits.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

If the answer was 'No', then Player 1 could have crossed out all of the numbers that **do** have 2 digits.

Questions are asked in turn until the selected number of your opponent has been found.

The winner is the player who identifies their opponent's number first.

Information for Parents/Carers

The first intention of the game is for children to use logical reasoning to identify the numbers that do or do not fall into the category set by the question, for example: 'Is the number odd?' with the answer of 'No', means that all of the odd numbers must be discounted and the number must be even.

Maths Game

The second intention of the game is for children to practise identifying numbers with different properties. The properties of numbers that children learn increase as they get older and are outlined in the variations below.

For some properties, there may be different ways of saying it. For example,

'Is the number even?'

'Is the number not odd?'

'Is the number a multiple of 2?'

'Would you say the number of you counted in 2s starting from 0?'

When playing the game, children should be encouraged to use properties that will eliminate the greatest number of possibilities that remain.

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

Reception: Game board 1

Children can use properties such as 1 digit, 2 digit, more than..., less than..., is between... and..., written using only straight lines etc.

Year One: Game board 2, 3 or 4

Children can use properties such as 1 digit, 2 digit, even, odd, has... tens in it, more than..., less than..., between... and..., is said when you count in 2s from 0 (even), is said when you count in 5s from 0, is said when you count in 10s from 0.

Year Two: Game board 4

Children can use properties such as 1 digit, 2 digit, even, odd, has... tens in it, is a multiple of 2 (even), 5 (ends in 5 or 0) or 10 (ends in 0), more than..., less than..., between... and..., is said when you count 3s from 0.

Year Three: Game board 4

Children can use properties additional to those in the previous year group including, is a multiple of 3, is a multiple of 4, is a multiple of 8.

Year Four: Game board 4

Children can use properties additional to those in the previous year group including, is a multiple of 6, is a multiple of 7, is a multiple of 9, is a multiple of 11, is a multiple of 12, has a factor of... (2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12).

Years Five and Six: Game board 4

Children can use properties additional to those in the previous year group including, is a square number, is a cube number, is a prime number.

Maths Game

Game board 1

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

Game board 2

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

Game board 3

1	2	3	4	5	6	7	8	9	10
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

Maths Game

Game board 4

1	2	3	4	5	6	7	8	9	10
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
91	92	93	94	95	96	97	98	99	100