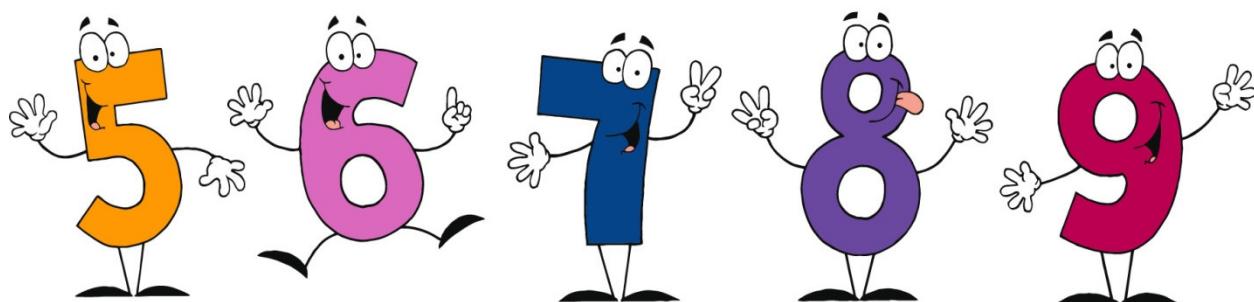


PRINTABLE MATH FUN

**BOARD GAMES
AND
BRAIN TEASERS**



BY TERESA EVANS



Copyright © 2011 Teresa Evans.
All rights reserved.

Permission is given for the making of copies for use
in the home or classroom of the purchaser only.

CONTENTS

Board Games.....	Page 4
Fifteen In A Row.....	Page 5
Pairs To 50.....	Page 7
Build + and -.....	Page 8
Build \times and \div	Page 9
Odds and Evens Butterfly Hunt.....	Page 12
Fishy Fractions.....	Page 13
Froggy Fractions.....	Page 14
Three Squares.....	Page 15
Busy Beach.....	Page 17
True or False Funny Frog Addition.....	Page 19
Pentomino Game.....	Page 21
Add Up Tiles.....	Page 24
Subtraction Tiles.....	Page 26
Times Tiles.....	Page 28
Racing Pets.....	Page 30
Mad Monkeys.....	Page 35
Spider Web.....	Page 37
Twenty Eleven.....	Page 38
Compare Addition.....	Page 42
Compare Subtraction.....	Page 43
Compare Multiplication.....	Page 44
Compare Division.....	Page 45
Compare Fractions.....	Page 46
Compare Decimals.....	Page 47
Take 4 and Add.....	Page 48
Take 6 and Add.....	Page 49
Take 4 and Subtract.....	Page 50
Take 6 and Subtract.....	Page 51
Take 3 and Multiply.....	Page 52
Take 4 and Multiply.....	Page 53
Fly Home.....	Page 55
Four In A Row Add.....	Page 62
Four In A Row Multiply.....	Page 66
Brain Teaser Cards.....	Page 68
Brain Teaser Answers.....	Page 87
Investigations.....	Page 91

More Math Board Games

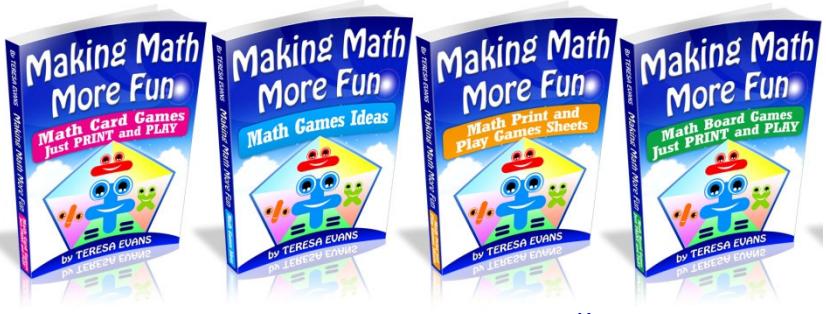
available at

www.makingmathmorefun.com

and

www.math-board-games.com

www.makingmathmorefun.com



BOARD GAMES



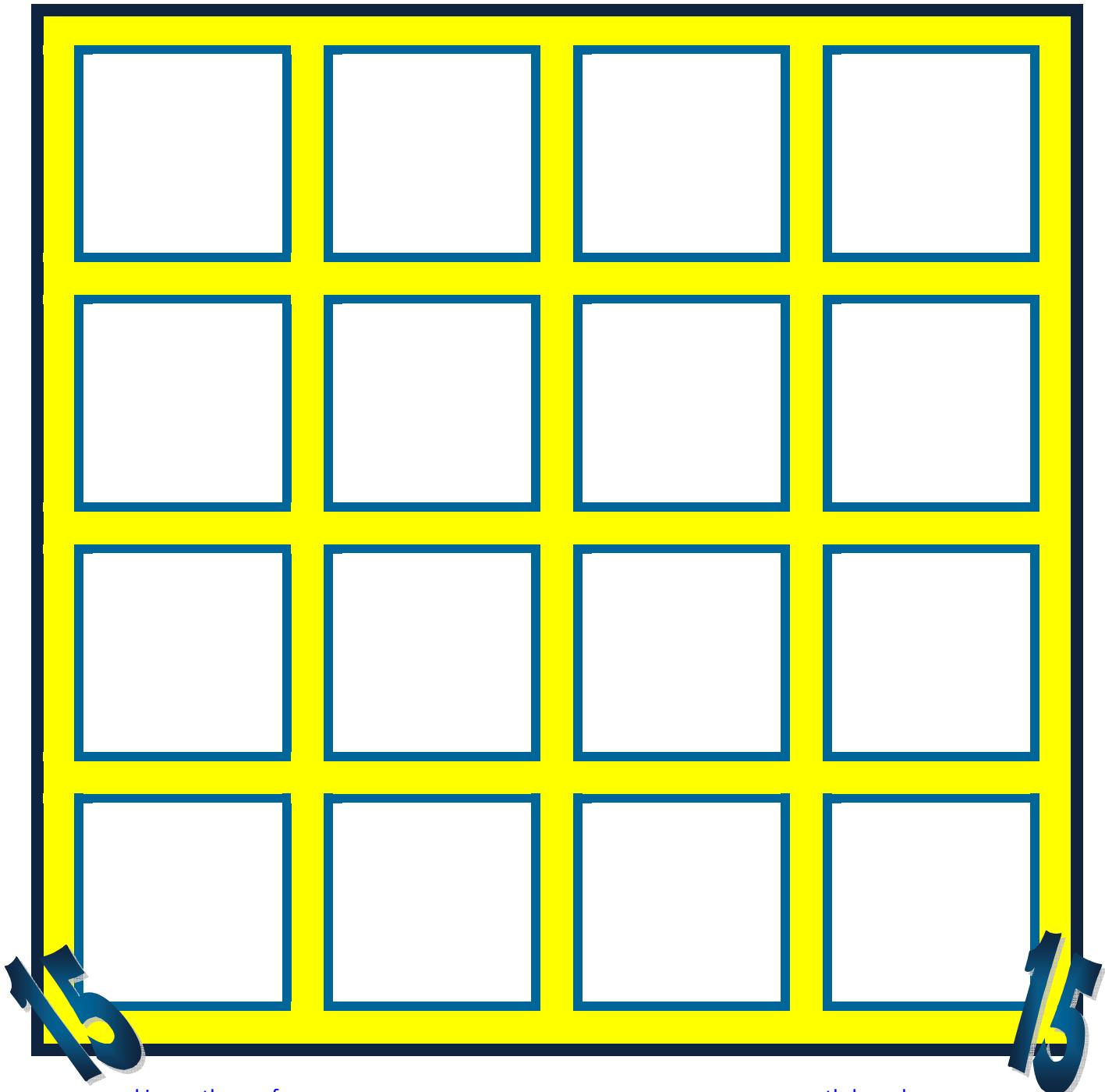
15

FIFTEEN IN A ROW

15

a game for two players

Players take turns to place a number card on the board. The winner is the first player to complete a row of 3 cards that add to 15. The row can be made up of cards placed by both players.



Cut Out Number Cards for Fifteen in a Row Board Game

0	1	2	3
4	5	6	7
8	9	0	1
2	3	4	5
6	7	8	9

PAIRS to 50

PAIRS to 50
a game for 2 players
Need – set of markers

Decide upon the number total for the game to be played.
Choose **20, 30, 40 or 50**.

Players take turns to cover a pair of numbers that add to the total for the game.
The pair of numbers must be in squares that are joined by a side, not joined by corners.
Once a number has been covered, it cannot be covered again.
The last player who is able to cover a pair is the winner for that game.

42	24	16	25	15	16
8	32	4	26	15	5
22	18	2	24	11	19
7	12	8	6	23	17
13	34	16	14	27	3
29	21	19	36	4	47

BUILD + AND -

=	4	8	5	2	+
9	START				1
3	7			=	6
	-			2	
	1			0	
-	+			3	-
4	START			START	7
=	6	9	+	8	5

BUILD + AND -
A game for 2-4 players
Getting Ready
Place the cards beside the board.

How to Play

1. Each player puts a marker on one of the Start Squares.
2. Players take turns to throw the dice and move that many spaces in any direction staying on the purple squares.
3. When a player lands on a square, the player collects a card with the same number or symbol on it.
4. Players continue to move around the board on their turn, going clockwise or anticlockwise, taking a card to match the square they land on.
5. The winner is the first player who can create a true equation with their cards.
e.g.
 $3 + 9 = 12$
 $18 - 6 = 12$

BUILD X AND ÷

=	4	8	5	2	X
9	START				1
3	7			=	6
÷				2	
1				0	
÷	X			3	5
4	START			START	÷
=	7	9	X	8	6

BUILD X AND ÷
A game for 2-4 players
Getting Ready
Place the cards beside the board.

How to Play

1. Each player puts a marker on one of the Start Squares.
2. Players take turns to throw the dice and move that many spaces in any direction staying on the yellow squares.
3. When a player lands on a square, the player collects a card with the same number or symbol on it.
4. Players continue to move around the board on their turn, going clockwise or anticlockwise, taking a card to match the square they land on.
5. The winner is the first player who can create a true equation with their cards.
e.g.
 $3 \times 9 = 27$
 $48 \div 6 = 8$

CARDS FOR BUILD BOARD GAMES

1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8

9	9	9	9	9	9
0	0	0	0	0	0
=	=	=	=	=	=
+	+	+	+	+	+
-	-	-	-	-	-
X	X	X	X	X	X
÷	÷	÷	÷	÷	÷

ODDS  START EVENS 				ODDS →  EVENS		 ODDS  EVENS
						
ODDS  EVENS 	BE THE FIRST PLAYER TO LAND ON THE BUTTERFLY	2- 6 players You need a marker for each player and a dice. BASIC GAME Each player puts a marker on the start. Take turns to roll the dice. If you roll an odd number (1, 3 or 5), move that number of spaces in a clockwise direction. If you roll an even number (2, 4 or 6) move that number of spaces in an anti-clockwise direction. Land on a NET and you have another turn. Be the first to land on the BUTTERFLY and you are the winner!		ODDS  EVENS 		
		ADVANCED GAME Play the games as above but use 2 dice. Each player rolls 2 dice and adds the 2 numbers together. For an odd number move clockwise. For an even number move anti-clockwise.				
		REMEMBER ODDS – Clockwise EVENS – Anti-clockwise NET – Have another turn				
ODDS  EVENS 		 ODDS EVENS 		FINISH		

FISHY FRACTIONS

a game for 2-4 players

Help the fish to find his friends.

Each player puts a marker on the start. Players take turns to roll the dice. The player then moves to a space on the bottom row that equals the number on the dice. On the next turn the player throws the dice and can move one space left, right, up or diagonally to a space that equals the number on the dice. If a player can't move to a space with the same value as the dice, the player stays on the square until the next turn. The first player to move up the board to the finish is the winner.



TO FINISH THROW 6



$\frac{1}{7}$ of 28	$\frac{1}{4}$ of 24	$\frac{1}{3}$ of 6	$\frac{1}{6}$ of 18	$\frac{1}{8}$ of 40	$\frac{1}{9}$ of 54	$\frac{1}{5}$ of 15
$\frac{1}{7}$ of 21	$\frac{1}{6}$ of 36	$\frac{1}{9}$ of 45	$\frac{1}{4}$ of 4	$\frac{1}{2}$ of 10	$\frac{1}{5}$ of 10	$\frac{1}{8}$ of 32
$\frac{1}{7}$ of 28	$\frac{1}{6}$ of 12	$\frac{1}{3}$ of 18	$\frac{1}{5}$ of 25	$\frac{1}{9}$ of 54	$\frac{1}{8}$ of 24	$\frac{1}{2}$ of 12
$\frac{1}{4}$ of 24	$\frac{1}{8}$ of 40	$\frac{1}{3}$ of 9	$\frac{1}{7}$ of 7	$\frac{1}{2}$ of 4	$\frac{1}{5}$ of 20	$\frac{1}{9}$ of 45
$\frac{1}{7}$ of 14	$\frac{1}{4}$ of 20	$\frac{1}{6}$ of 36	$\frac{1}{3}$ of 18	$\frac{1}{8}$ of 32	$\frac{1}{2}$ of 2	$\frac{1}{9}$ of 27
$\frac{1}{3}$ of 12	$\frac{1}{8}$ of 24	$\frac{1}{5}$ of 15	$\frac{1}{9}$ of 18	$\frac{1}{2}$ of 12	$\frac{1}{6}$ of 6	$\frac{1}{4}$ of 20
$\frac{1}{2}$ of 12	$\frac{1}{7}$ of 28	$\frac{1}{5}$ of 10	$\frac{1}{3}$ of 18	$\frac{1}{9}$ of 9	$\frac{1}{4}$ of 12	$\frac{1}{6}$ of 30



START

FROGGY FRACTIONS

a game for 2-4 players

Help the frog to find his friends.

Each player puts a marker on the start. Players take turns to roll the dice. The player then moves to a space on the bottom row that equals the number on the dice. On the next turn the player throws the dice and can move one space left, right, up or diagonally to a space that equals the number on the dice. If a player can't move to a space with the same value as the dice, the player stays on the square until the next turn. The first player to move up the board to the finish is the winner.



TO FINISH THROW 6



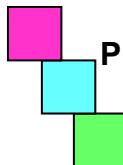
$\frac{2}{7}$ of 21	$\frac{3}{4}$ of 4	$\frac{2}{3}$ of 6	$\frac{5}{6}$ of 6	$\frac{3}{8}$ of 16	$\frac{2}{9}$ of 9	$\frac{4}{5}$ of 5
$\frac{6}{7}$ of 7	$\frac{1}{6}$ of 36	$\frac{2}{9}$ of 18	$\frac{1}{4}$ of 4	$\frac{1}{2}$ of 10	$\frac{2}{5}$ of 10	$\frac{3}{8}$ of 16
$\frac{3}{7}$ of 14	$\frac{1}{6}$ of 24	$\frac{1}{3}$ of 18	$\frac{2}{5}$ of 15	$\frac{1}{9}$ of 54	$\frac{1}{8}$ of 8	$\frac{1}{2}$ of 12
$\frac{3}{4}$ of 8	$\frac{1}{8}$ of 40	$\frac{1}{3}$ of 9	$\frac{1}{7}$ of 7	$\frac{1}{2}$ of 2	$\frac{3}{5}$ of 10	$\frac{2}{9}$ of 9
$\frac{2}{7}$ of 14	$\frac{1}{4}$ of 20	$\frac{1}{6}$ of 36	$\frac{2}{3}$ of 3	$\frac{3}{8}$ of 16	$\frac{1}{2}$ of 2	$\frac{1}{9}$ of 27
$\frac{1}{3}$ of 12	$\frac{3}{8}$ of 8	$\frac{3}{5}$ of 10	$\frac{2}{9}$ of 18	$\frac{1}{2}$ of 4	$\frac{1}{6}$ of 6	$\frac{3}{4}$ of 8
$\frac{1}{2}$ of 12	$\frac{2}{7}$ of 14	$\frac{2}{5}$ of 10	$\frac{1}{3}$ of 9	$\frac{1}{9}$ of 9	$\frac{1}{4}$ of 12	$\frac{1}{6}$ of 30



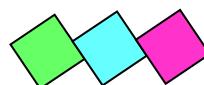
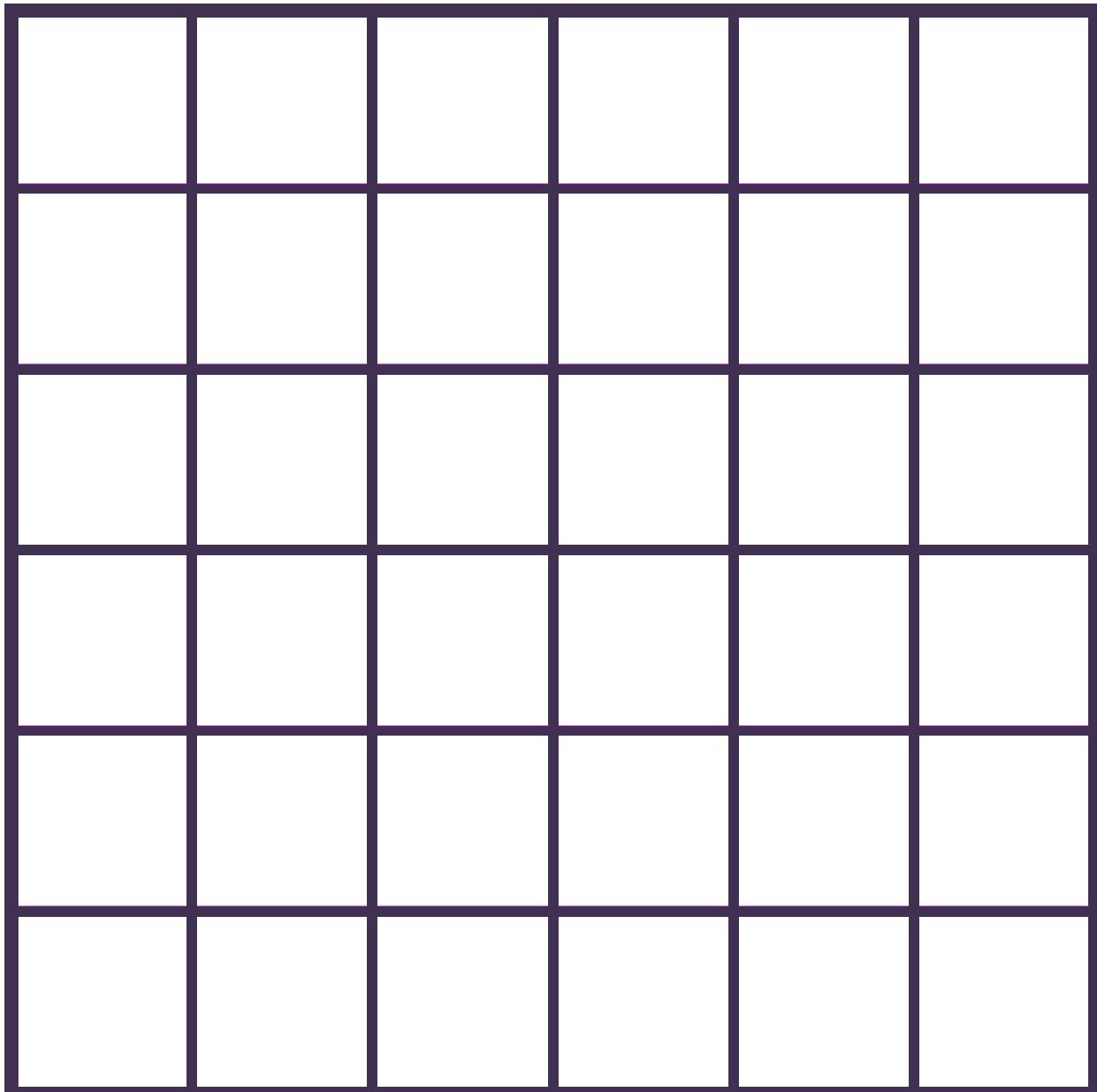
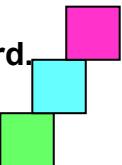
START

THREE SQUARES

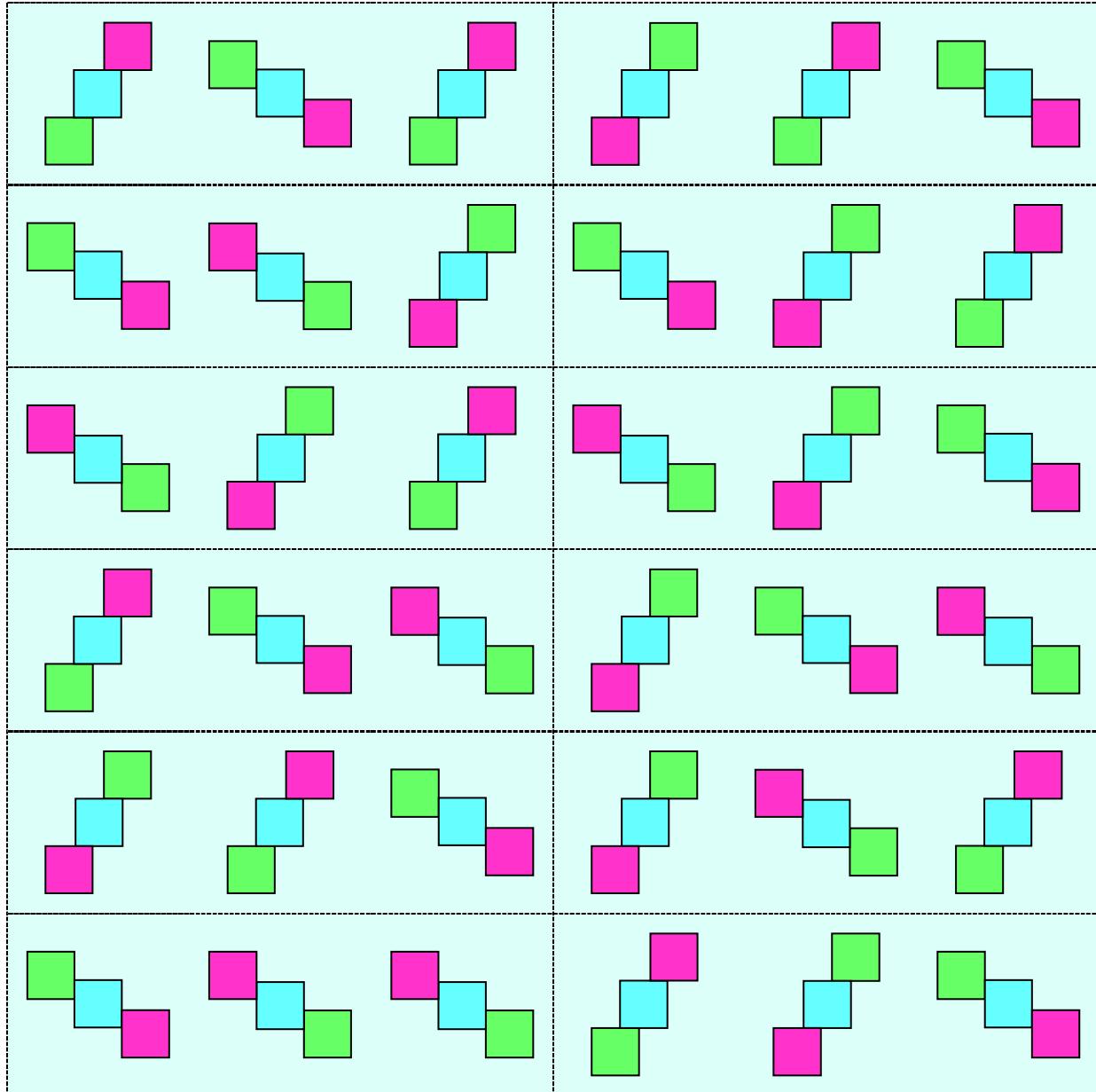
A game for 2 players



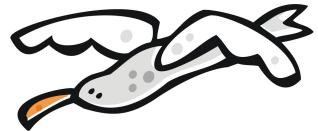
Players take turns to place a 3 Squares card on the board.
The last player who can place a card is the winner.
Once a card is placed it can't be moved.
A card cannot be placed on top of another card.



3 Square Cards – Cut along the lines.

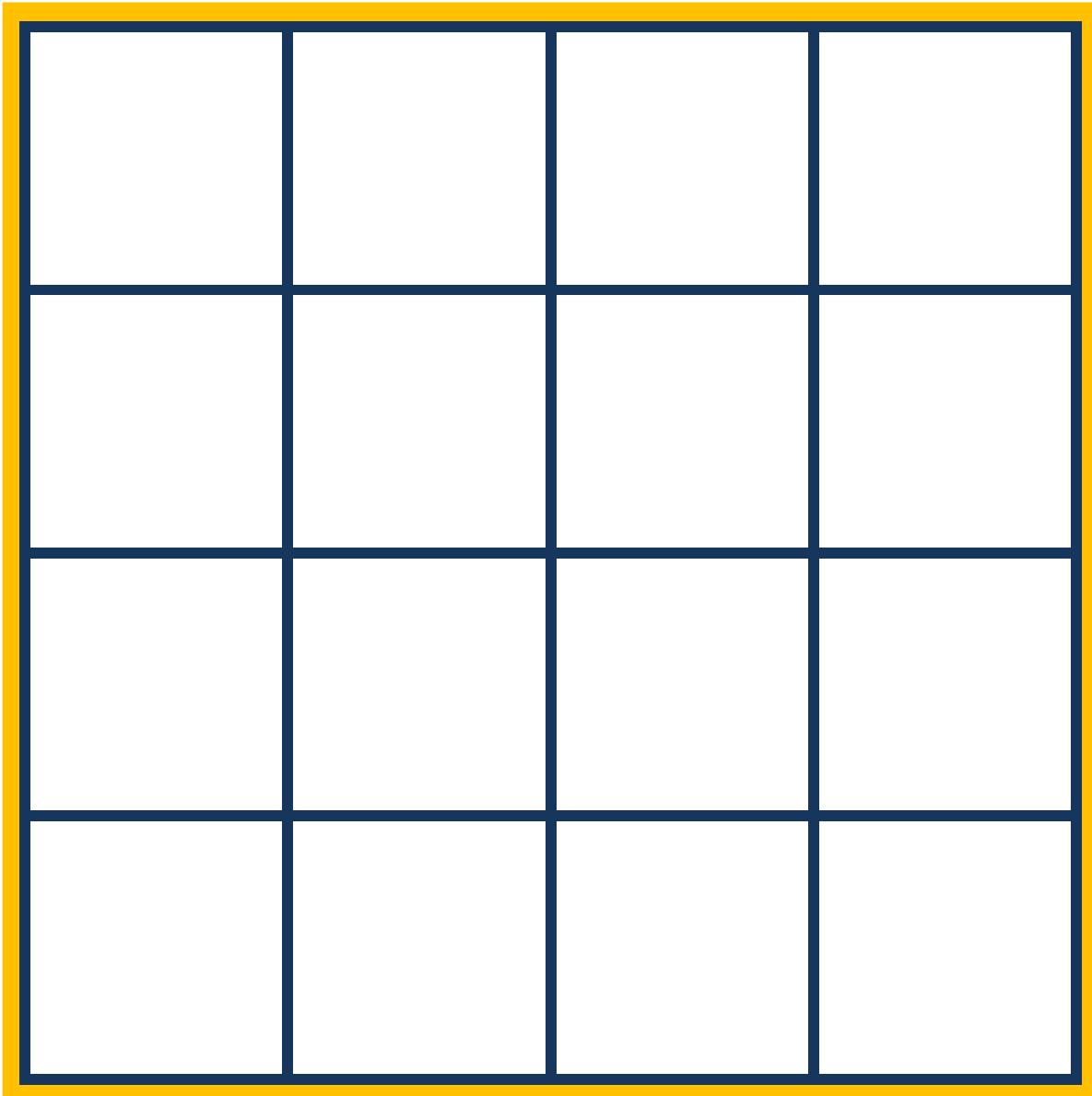


BUSy Beach

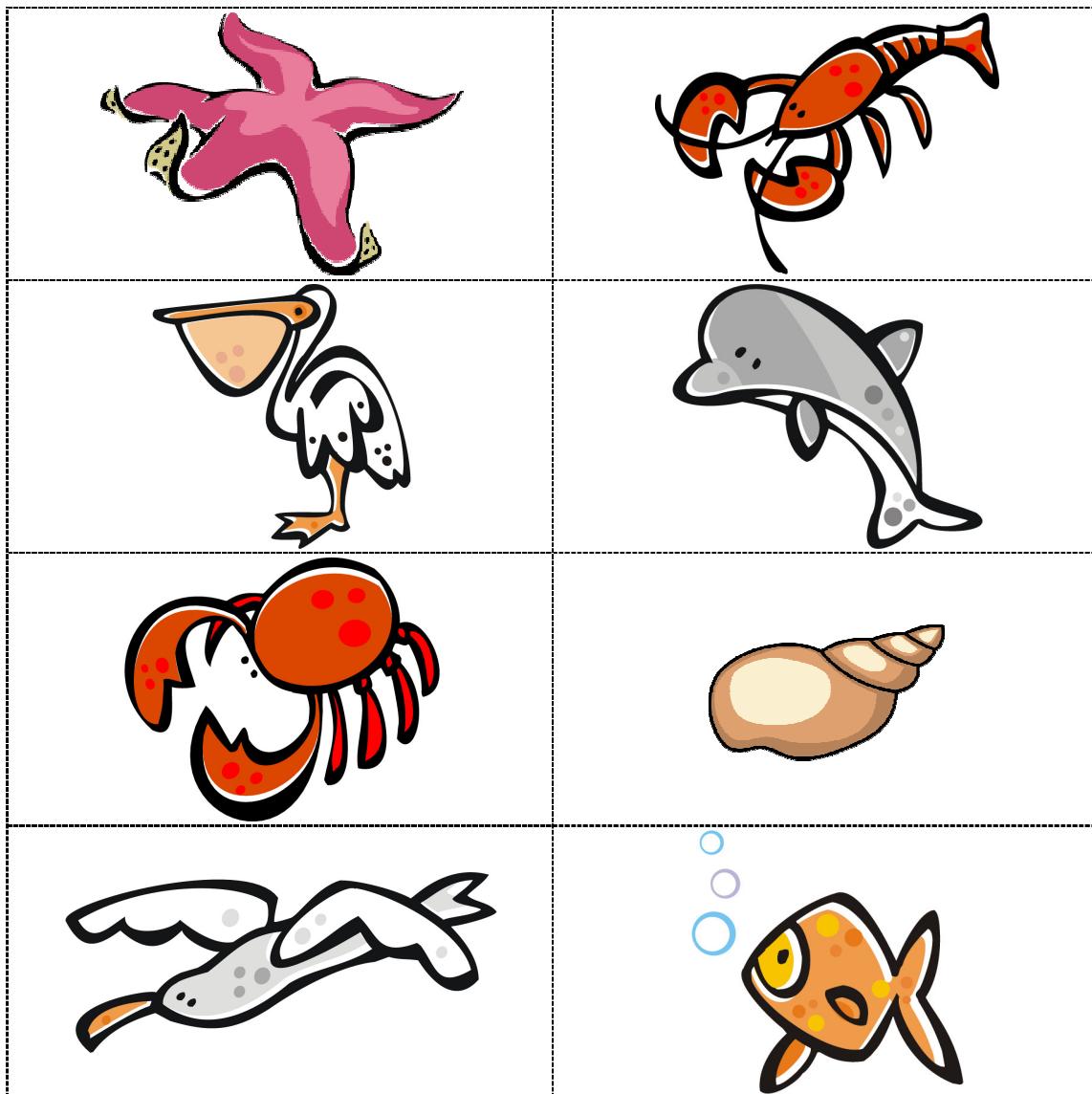


A Game for 2 Players

Players take turns to place a Busy Beach card on the board, covering any 2 squares. Only one card can be on a square. A card can not be placed on top of another card. The last player who can place a card on the board is the winner.



Cut out Busy Beach Cards to play Busy Beach.



TRUE OR FALSE – Funny Frog Addition

A GAME FOR 2-4 PLAYERS

Each player puts a counter on the START. Players take turns to throw a dice and move forward the number of spaces on the dice. The player looks at the addition equation and decides if it is true or false. If it is true the player has another turn. If it is false the player stays on that space. If a player lands on a frog, jump along to the next space with a frog. The first player to reach the FINISH is the winner.

START	$4+6=10$	$5+3=9$	$7+5=11$	$3+8=11$		$4+8=12$	$7+7=13$	
$7+6=13$	$9+4=12$	$5+6=11$		$8+6=14$	$5+8=13$		$8+9=16$	
$9+9=16$					FINISH	$3+7=9$	$7+8=14$	
$8+7=15$								
$6+9=13$				$4+5=8$	$6+9=15$	$6+7=12$		$8+6=15$
$8+8=16$								
$8+5=12$	$5+7=12$	$2+8=9$				$9+8=17$	$5+4=8$	$6+6=11$
								$3+9=13$

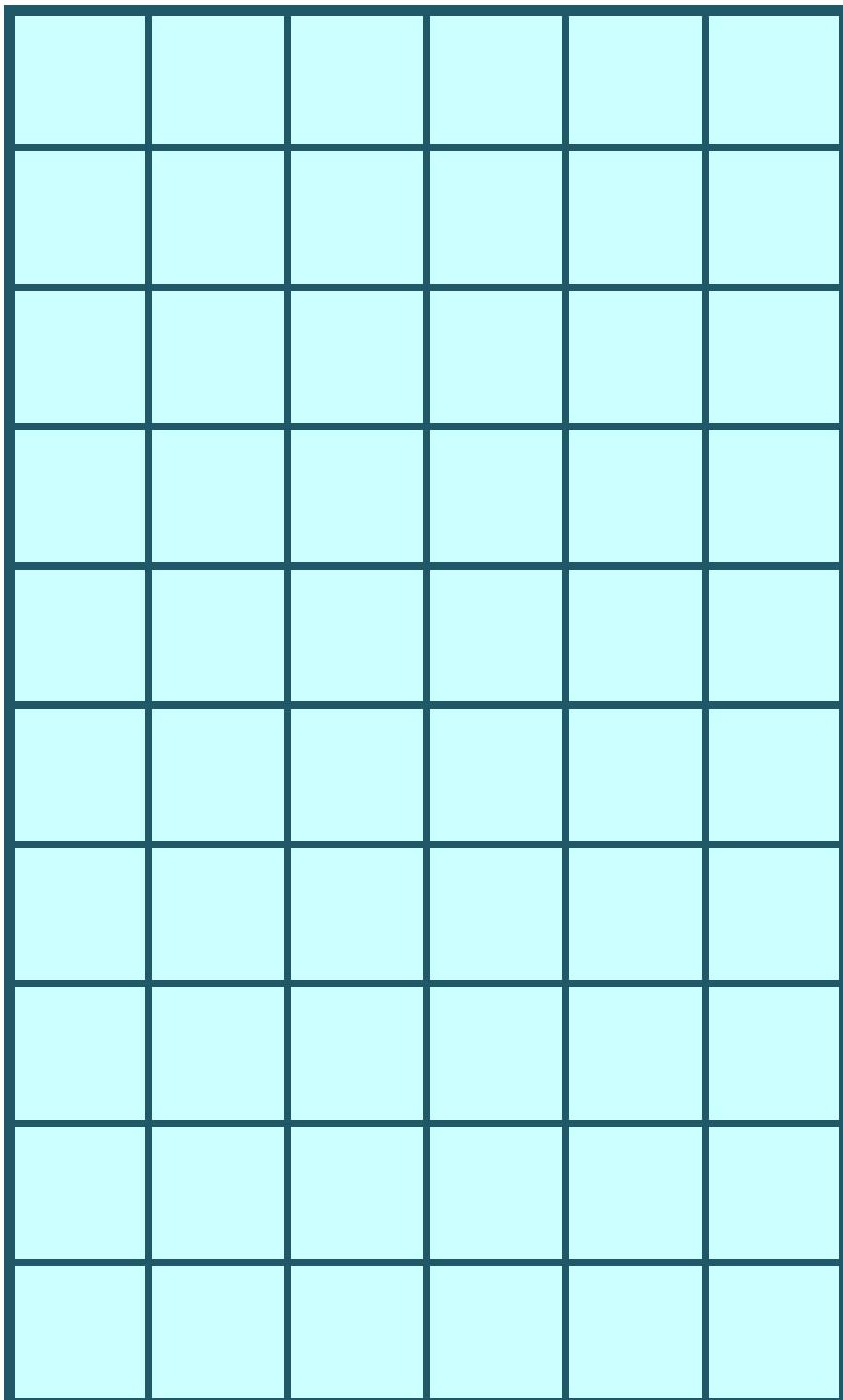
TRUE OR FALSE – Funny Frog Addition Answer Key

A GAME FOR 2-4 PLAYERS

Each player puts a counter on the START. Players take turns to throw a dice and move forward the number of spaces on the dice. The player looks at the addition equation and decides if it is true or false. If it is true the player has another turn. If it is false the player stays on that space. If a player lands on a frog, jump along to the next space with a frog. The first player to reach the FINISH is the winner.

START	4+6=10 True	5+3=9 False	7+5=11 True	3+8=11 True	4+8=12 True	7+7=13 False
7+6=13 True	9+4=12 False	5+6=11 True	8+6=14 True	5+8=13 True	5+9=15 False	4+7=12 False
9+9=16 False			8+9=16 False		3+7=9 False	7+9=16 True
8+7=15 True		6+6=11 False	FINISH		7+8=14 False	9+2=11 True
6+9=13 False	4+5=8 False	6+9=15 True	6+7=12 False	8+6=15 False	8+8=16 True	3+9=13 False
8+5=12 False	5+7=12 True	2+8=9 False	9+8=17 True	5+4=8 False	6+6=11 False	

PENTOMINO GAME



PENTOMINO GAME

A Pentomino is a shape that can be made by joining 5 squares together.
There are 12 different Pentominoes that can be made.
Use the 12 Pentominoes to play these games.

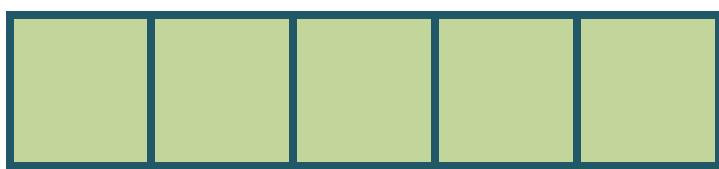
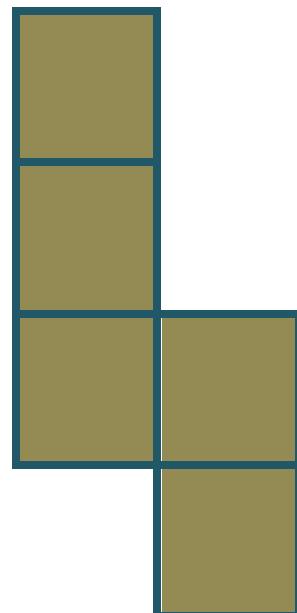
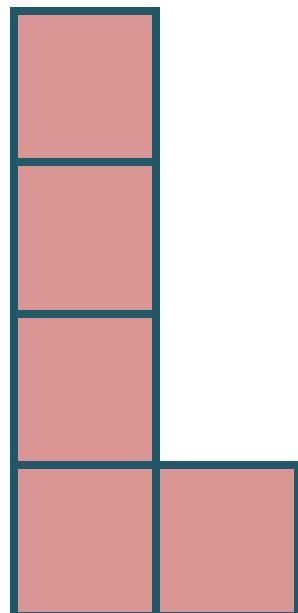
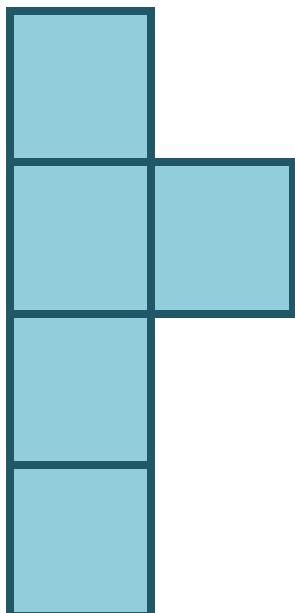
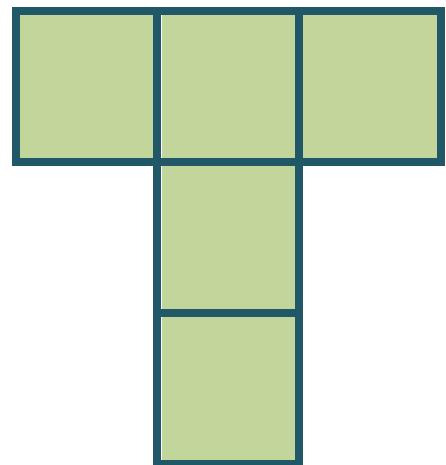
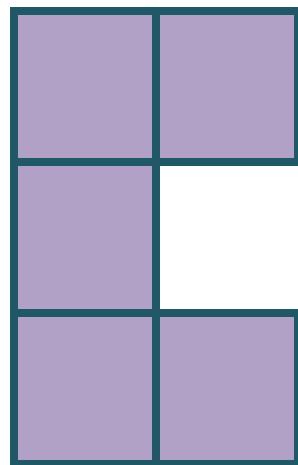
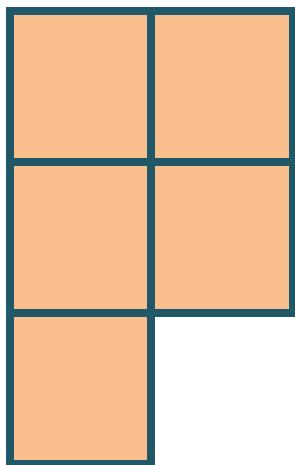
2 PLAYER GAME

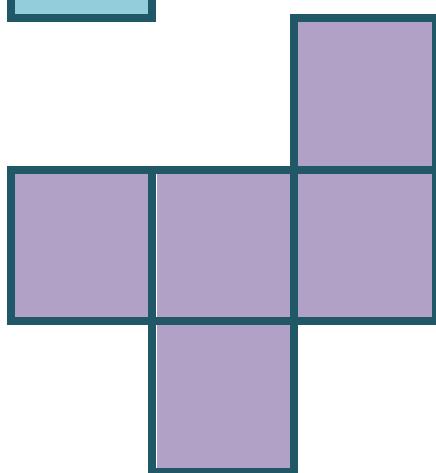
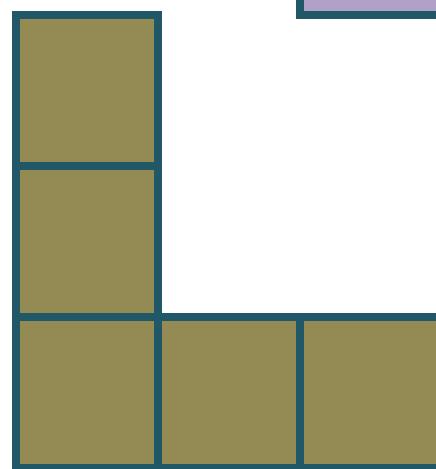
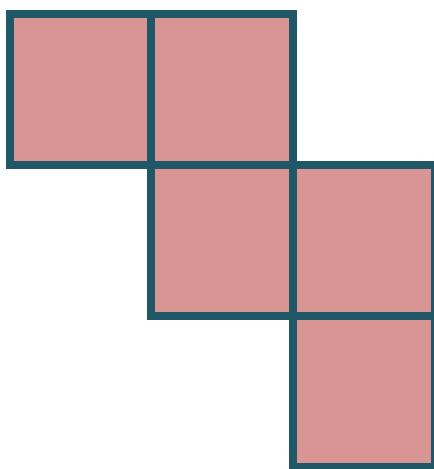
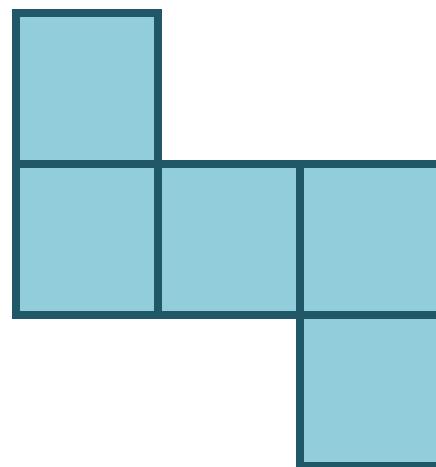
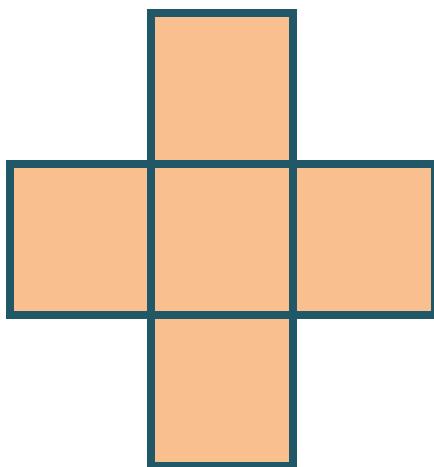
Players take turns to pick a Pentomino piece and place it on the board.
The piece can be flipped over so that the non colored side is showing.
The last player who can place a piece is the winner.

SOLITARE GAME

Using all 12 of the Pentomino pieces place them on the board so that the whole board is covered and no spaces are left.

Cut out the Pentomino shapes to play the Pentomino Game.







ADD UP TILES



1	7	9	2	6	8
4	6	5	4	3	1
8	2	3	7	9	2
3	7	6	1	7	4
5	1	4	8	5	9
6	9	3	6	2	8

ADD UP TILES

A game for 2 players

All tiles are placed face down beside the board.

Players take turns to choose a tile and cover two spaces on the board that add to the total on the tile. The tile can be laid vertically or horizontally.

A tile card cannot be placed on top of another tile.

When a player picks up a tile and can't find a place to lay the tile, the other player is the winner.



Add Up Tiles – Cut along the dotted lines.

8	4	10
11	14	5
10	6	14
17	11	9
7	12	9
3	10	10
10	15	6
16	11	7

SUBTRACTION TILES



13	6	9	12	7	9
9	15	8	7	5	13
12	7	9	17	8	6
14	8	11	8	15	4
7	16	9	12	6	11
16	6	13	5	14	7

SUBTRACTION TILES

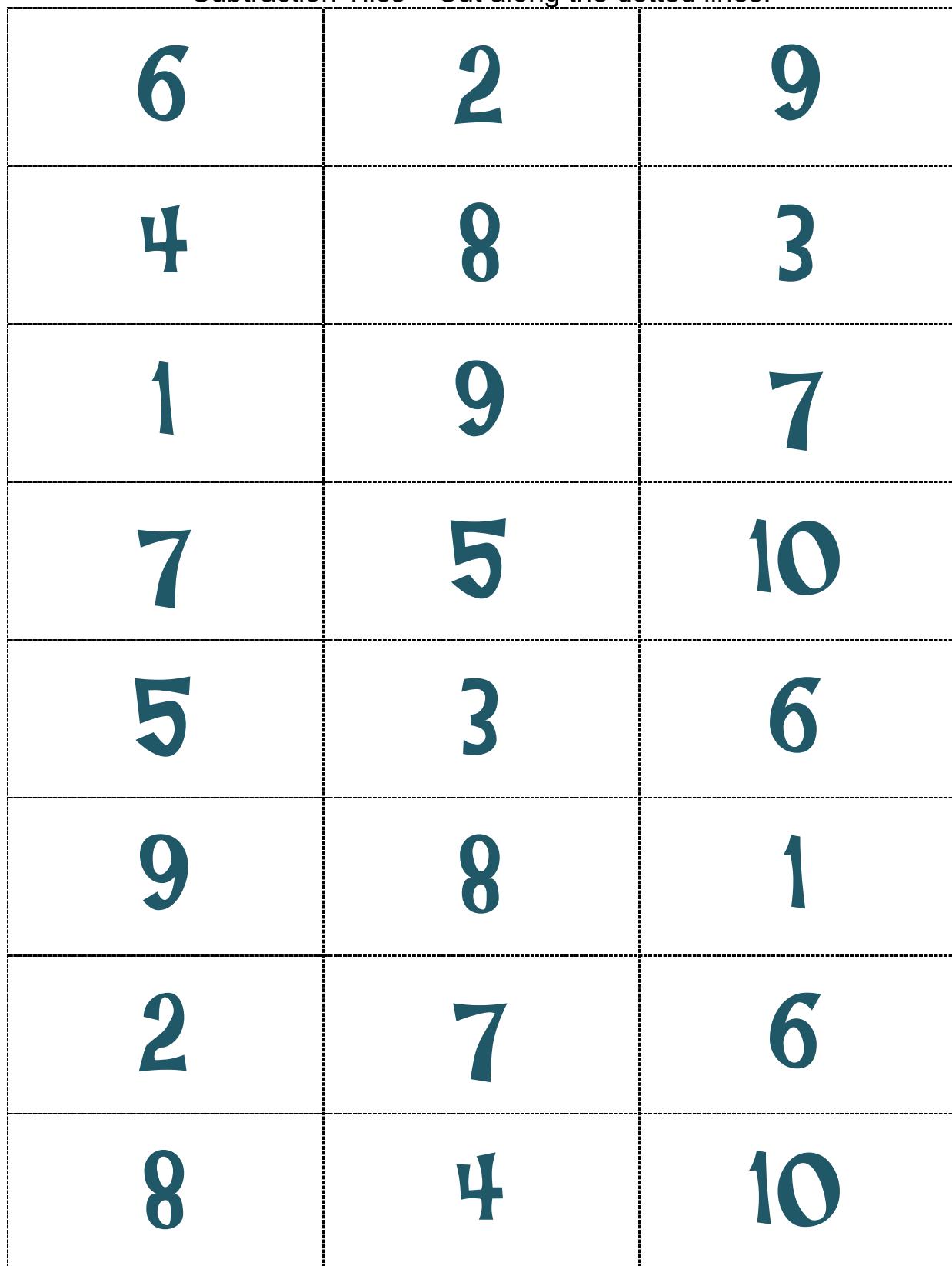
A game for 2 players

All tiles are placed face down beside the board.

Players take turns to choose a tile and cover two spaces on the board that have a difference of the total on the tile. For example, cover 8 and 6 with a 2 tile. The tile can be laid vertically or horizontally. A tile card cannot be placed on top of another tile. When a player picks up a tile and can't find a place to lay the tile, the other player is the winner.



Subtraction Tiles – Cut along the dotted lines.



TIMES TILES



3	7	8	6	3	5
4	8	2	6	6	2
6	5	4	7	2	9
7	2	9	5	4	6
3	9	4	5	8	5
6	5	4	7	2	3



TIMES TILES

A game for 2 players

All tiles are placed face down beside the board.

Players take turns to choose a tile and cover two spaces on the board that multiply together to make the total on the tile. For example, cover 6 and 5 with a 30 tile. The tile can be laid vertically or horizontally. A tile card cannot be placed on top of another tile. When a player picks up a tile and can't find a place to lay the tile, the other player is the winner.



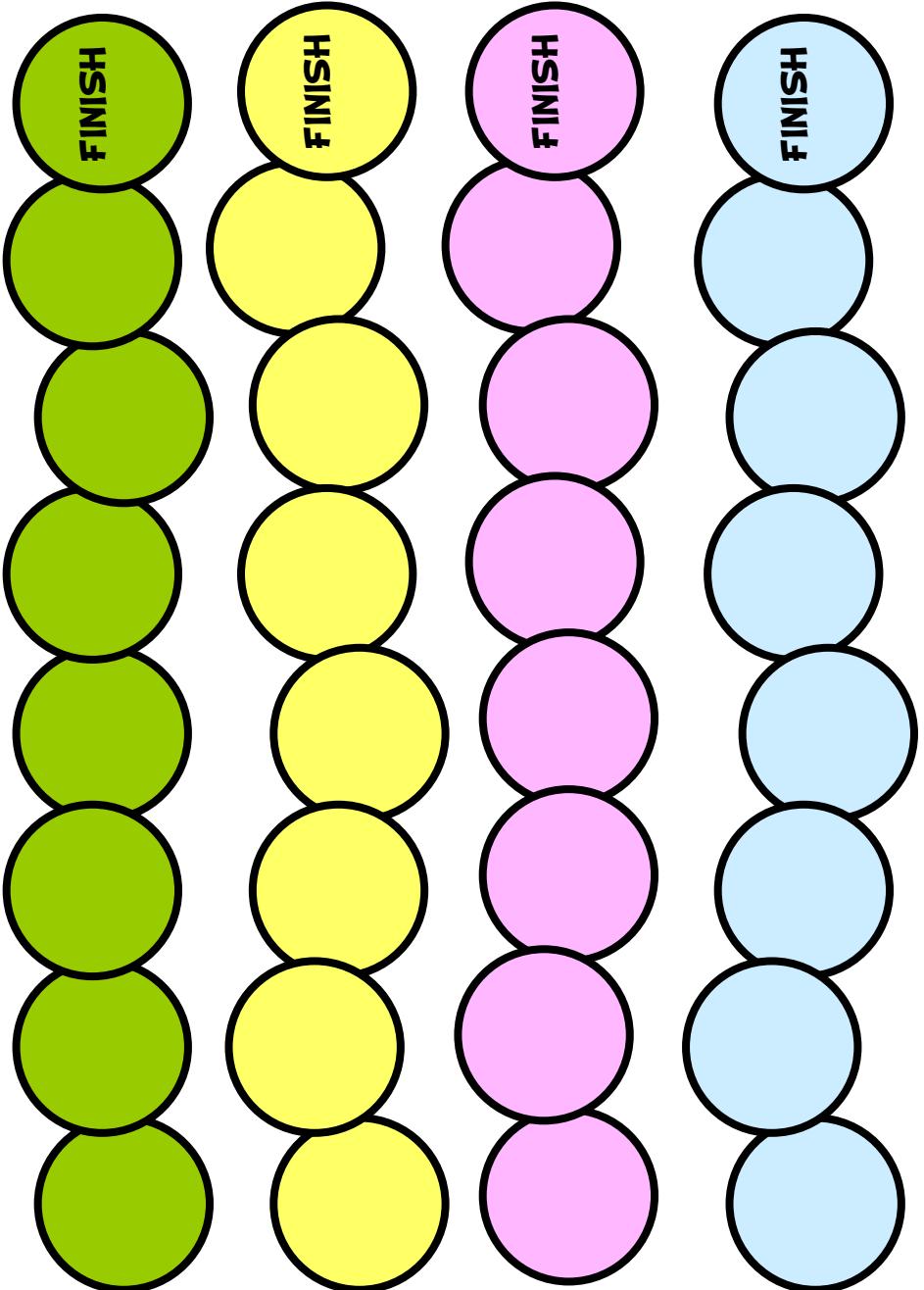
Times Tiles – Cut along the dotted lines.

15	16	20
18	8	35
14	27	12
28	21	30
24	40	45
18	32	42
36	48	10
14	54	25

RACING PETS

2-4 players
Spread out the chosen cards face down beside the Game Board.

Each player chooses a pet and puts a marker on it.
Each player turns over a card and calculates the answer. Decide who has the largest answer. The player with the largest answer moves their counter to the next space. If 2 or more players have the same number and it is the largest, they all move forward one space. Return the cards and mix them up. Repeat until one player reaches the FINISH.



Choose the set of cards for the skill that you want the children to practice.

$5 + 9$	$8 + 4$	$7 + 5$	$8 + 8$
$8 + 6$	$6 + 6$	$9 + 7$	$9 + 9$
$5 + 6$	$7 + 8$	$5 + 8$	$7 + 4$
$6 + 5$	$8 + 7$	$6 + 8$	$7 + 7$
$7 + 6$	$5 + 7$	$8 + 5$	$6 + 7$
$6 + 9$	$8 + 9$	$9 + 8$	$7 + 9$

$15 - 6$	$17 - 8$	$15 - 8$	$13 - 4$
$12 - 6$	$11 - 6$	$16 - 7$	$14 - 9$
$16 - 9$	$18 - 9$	$13 - 8$	$17 - 9$
$11 - 5$	$14 - 7$	$16 - 8$	$13 - 7$
$15 - 9$	$12 - 4$	$12 - 5$	$14 - 8$
$13 - 6$	$15 - 7$	$13 - 5$	$12 - 7$

6×5	8×7	6×8	7×7
6×9	8×9	9×8	7×9
5×9	8×4	7×5	8×8
7×6	5×7	8×5	6×7
8×6	6×6	9×7	9×9
5×6	7×8	5×8	7×4

$30 \div 5$	$56 \div 7$	$48 \div 8$	$49 \div 7$
$54 \div 9$	$72 \div 9$	$72 \div 6$	$63 \div 9$
$45 \div 9$	$32 \div 4$	$35 \div 5$	$64 \div 8$
$42 \div 6$	$84 \div 7$	$40 \div 5$	$28 \div 7$
$96 \div 8$	$36 \div 6$	$77 \div 7$	$81 \div 9$
$60 \div 12$	$108 \div 8$	$88 \div 11$	$96 \div 12$

Mad Monkeys

a game for 2 players

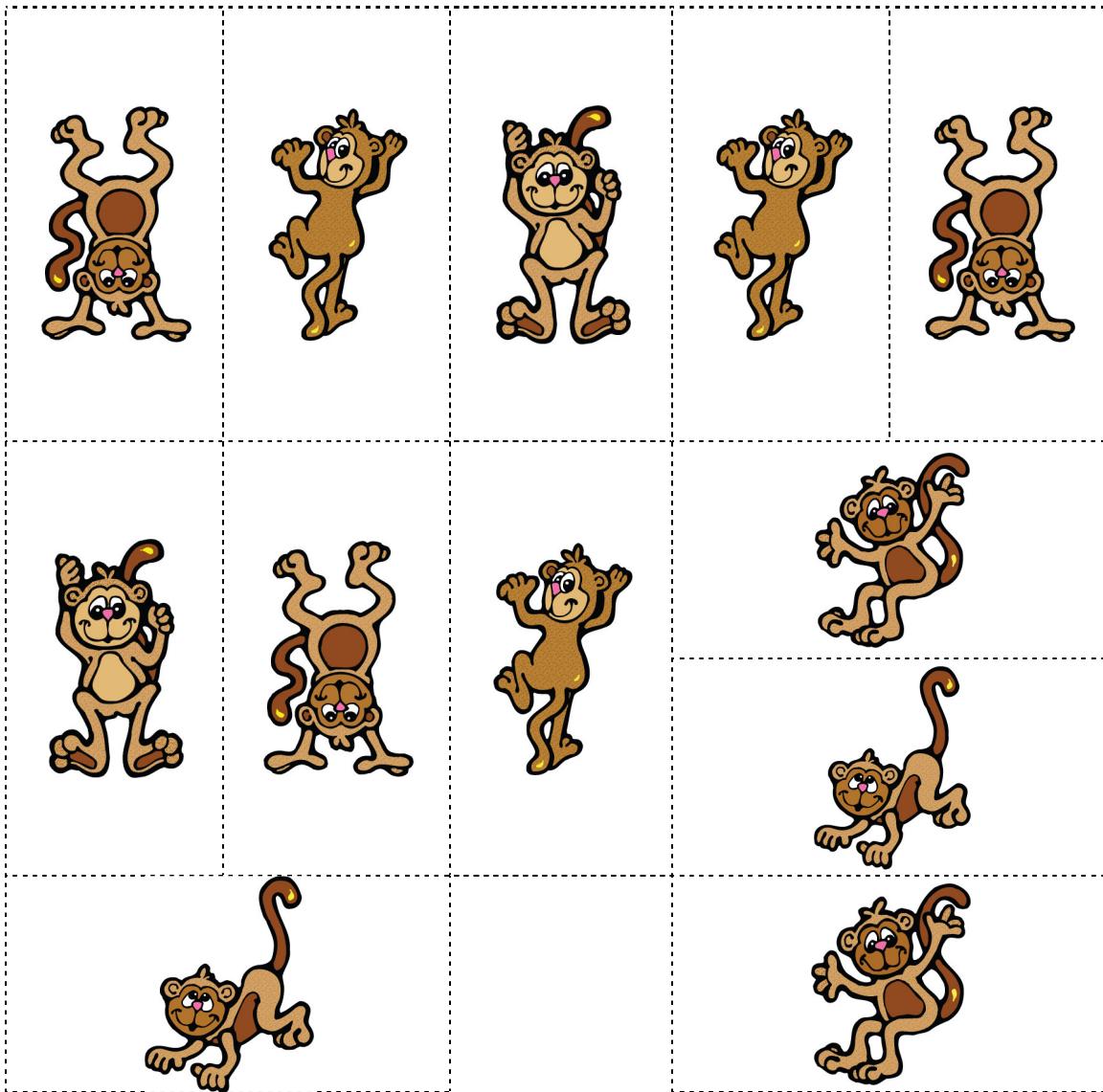
Each player needs a pencil and paper.



Players take turns to cover two numbers on the board with a Mad Monkey Card. Every time a player covers 2 numbers, the numbers are written down on the player's paper. When there are no spaces left for a player to place a card, each player adds all of their numbers together. The player with the highest total is the winner.

1	6	8	2	3
9	3	4	8	5
7	2	9	1	9
5	6	4	6	5
7	1	7	8	2

Mad Monkeys Cards



SPIDER WEB

BE THE FIRST TO REACH 27!

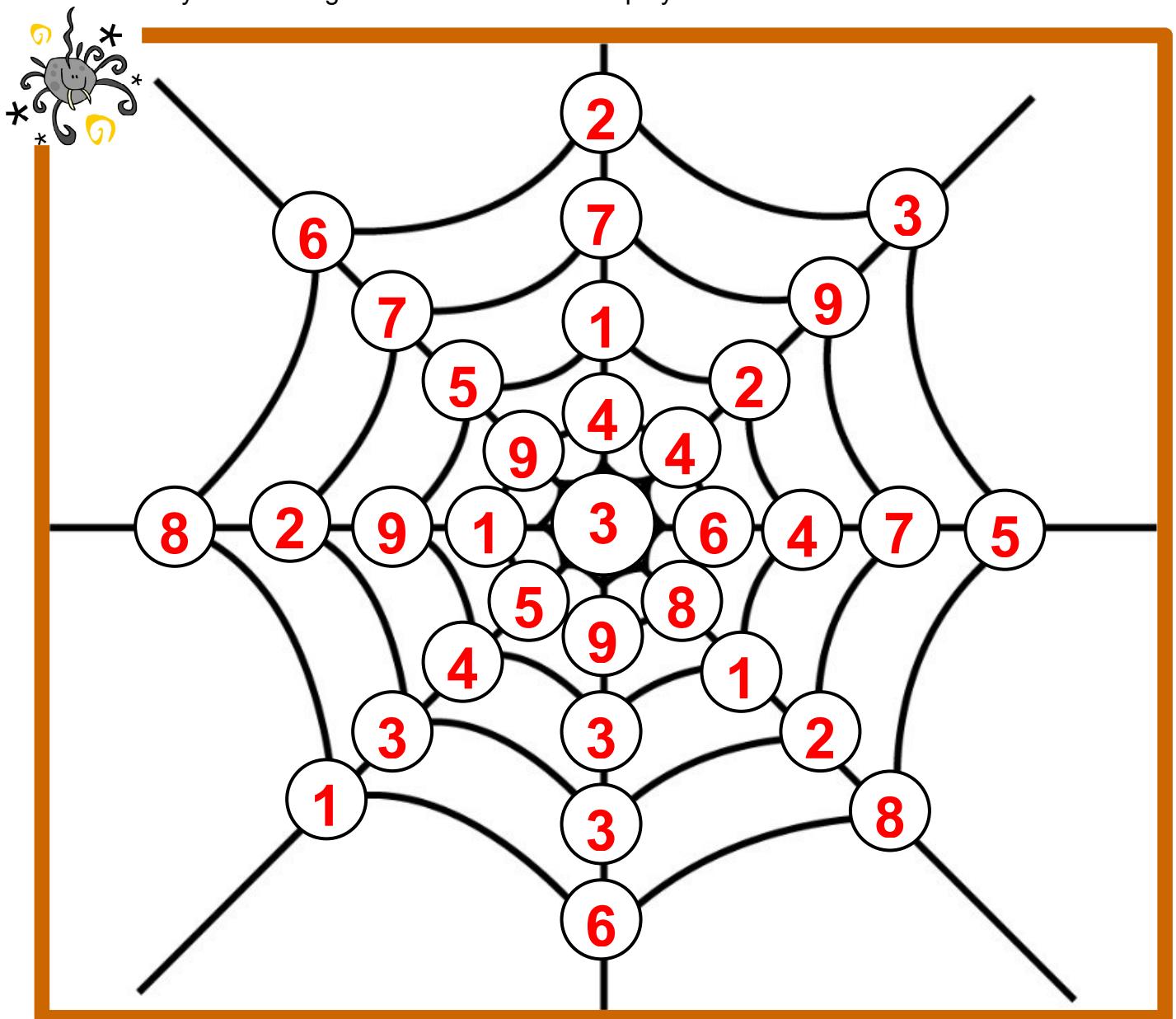


a game for 2 players

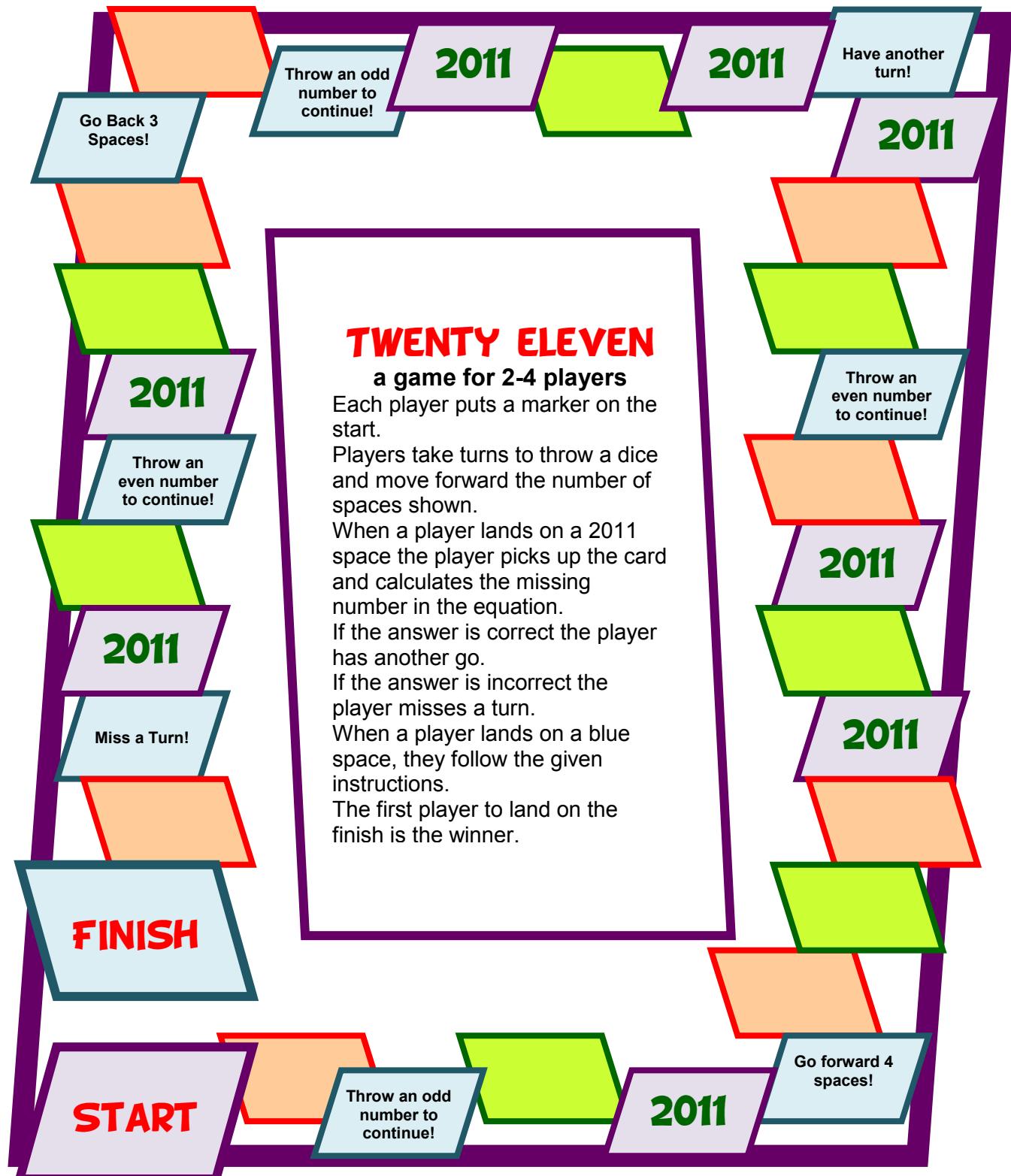
The first player puts a marker on the 3 in the center of the spider web. The next player covers a number that is joined to this number and adds it to the 3.

Players continue to take turns to cover a number that joins the last one covered and add this to the total.

The player who reaches the total of twenty-seven is the winner. If a player goes over twenty-seven the game ends and the other player is the winner.



TWENTY ELEVEN



CARDS FOR TWENTY ELEVEN

Select the cards to practice the skills of your choice.

Select from

- addition
- subtraction
- multiplication and division.

Addition Cards

$\diamond + 9 = 11$	$\diamond + 5 = 11$	$\diamond + 3 = 11$
$\diamond + 4 = 11$	$\diamond + 8 = 11$	$\diamond + 6 = 11$
$\diamond + 5 = 20$	$\diamond + 8 = 20$	$\diamond + 6 = 20$
$\diamond + 13 = 20$	$\diamond + 17 = 20$	$\diamond + 12 = 20$
$7 + \diamond = 11$	$2 + \diamond = 11$	$6 + \diamond = 11$
$5 + \diamond = 11$	$4 + \diamond = 11$	$9 + \diamond = 11$
$12 + \diamond = 20$	$18 + \diamond = 20$	$15 + \diamond = 20$
$7 + \diamond = 20$	$4 + \diamond = 20$	$9 + \diamond = 20$

Subtraction Cards

$11 - \diamond = 5$	$\diamond - 4 = 11$	$20 - \diamond = 11$
$11 - \diamond = 6$	$\diamond - 8 = 11$	$17 - \diamond = 11$
$20 - \diamond = 5$	$\diamond - 4 = 20$	$20 - \diamond = 13$
$20 - \diamond = 3$	$\diamond - 9 = 20$	$20 - \diamond = 8$
$11 - \diamond = 7$	$\diamond - 9 = 11$	$18 - \diamond = 11$
$11 - \diamond = 2$	$\diamond - 3 = 11$	$21 - \diamond = 11$
$20 - \diamond = 12$	$\diamond - 7 = 20$	$20 - \diamond = 14$
$20 - \diamond = 6$	$\diamond - 11 = 20$	$20 - \diamond = 15$

Multiplication and Division Cards

$\diamond \times 11 = 44$	$\diamond \times 11 = 88$	$9 \times \diamond = 99$
$11 \times \diamond = 66$	$\diamond \times 8 = 88$	$11 \times \diamond = 77$
$5 \times \diamond = 20$	$\diamond \times 4 = 20$	$2 \times \diamond = 20$
$20 \times \diamond = 40$	$\diamond \times 20 = 100$	$20 \times \diamond = 80$
$20 \div \diamond = 5$	$20 \div \diamond = 10$	$20 \div \diamond = 4$
$20 \div 2 = \diamond$	$20 \div 5 = \diamond$	$20 \div 4 = \diamond$
$66 \div \diamond = 11$	$99 \div \diamond = 11$	$22 \div \diamond = 2$
$44 \div 4 = \diamond$	$55 \div 5 = \diamond$	$88 \div 11 = \diamond$



COMPARE ADDITION



a game for 2 players

Players compete to cover the space with the highest value.

Each player chooses a space and puts a marker on the corner of the space.

Players calculate the value of each of these spaces. The player who has chosen the space with the highest value, collects a marker to represent one point. The markers on the chosen spaces remain in place and the space cannot be marked again. Play continues with each player selecting a new space.

When all spaces have been marked, the player who has collected the most markers is the winner.

$5 + 6$	$3 + 6$	$7 + 6$	$13 + 9$
$17 + 4$	$18 + 7$	$12 + 5$	$8 + 2$
$8 + 4$	$15 + 5$	$7 + 1$	$13 + 6$
$11 + 5$	$9 + 5$	$11 + 15$	$13 + 11$
$9 + 9$	$15 + 8$	$13 + 2$	$5 + 2$

COMPARE SUBTRACTION

a game for 2 players

Players compete to cover the space with the highest value.

Each player chooses a space and puts a marker on the corner of the space.

Players calculate the value of each of these spaces. The player who has chosen the space with the highest value, collects a marker to represent one point. The markers on the chosen spaces remain in place and the space cannot be marked again. Play continues with each player selecting a new space.

When all spaces have been marked, the player who has collected the most markers is the winner.

16 - 15	27 - 11	30 - 15	24 - 19
30 - 16	27 - 4	29 - 21	25 - 3
24 - 14	23 - 16	19 - 17	28 - 24
14 - 1	17 - 14	28 - 7	23 - 12
24 - 18	27 - 15	29 - 11	30 - 21

COMPARE MULTIPLICATION



a game for 2 players

Players compete to cover the space with the highest value.

Each player chooses a space and puts a marker on the corner of the space.

Players calculate the value of each of these spaces. The player who has chosen the space with the highest value, collects a marker to represent one point. The markers on the chosen spaces remain in place and the space cannot be marked again. Play continues with each player selecting a new space.

When all spaces have been marked, the player who has collected the most markers is the winner.

8×8	5×5	6×6	5×8
2×7	6×8	7×4	3×7
9×5	8×4	3×4	5×10
5×4	6×4	9×6	5×6
7×8	6×7	3×6	5×12



COMPARE DIVISION

a game for 2 players

Players compete to cover the space with the highest value.

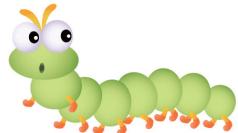
Each player chooses a space and puts a marker on the corner of the space.

Players calculate the value of each of these spaces. The player who has chosen the space with the highest value, collects a marker to represent one point. The markers on the chosen spaces remain in place and the space cannot be marked again. Play continues with each player selecting a new space.

When all spaces have been marked, the player who has collected the most markers is the winner.

$44 \div 2$	$45 \div 3$	$60 \div 3$	$27 \div 9$
$28 \div 2$	$18 \div 9$	$26 \div 2$	$54 \div 9$
$36 \div 9$	$72 \div 8$	$12 \div 12$	$70 \div 7$
$80 \div 10$	$32 \div 2$	$45 \div 9$	$42 \div 2$
$72 \div 6$	$49 \div 7$	$46 \div 2$	$55 \div 5$

COMPARE FRACTIONS



a game for 2 players

Players compete to cover the space with the highest value.

Each player chooses a space and puts a marker on the corner of the space.

Players calculate the value of each of these spaces. The player who has chosen the space with the highest value, collects a marker to represent one point. The markers on the chosen spaces remain in place and the space cannot be marked again. Play continues with each player selecting a new space.

When all spaces have been marked, the player who has collected the most markers is the winner.

$\frac{1}{3}$ of 9	$\frac{1}{8}$ of 16	$\frac{5}{6}$ of 30	$\frac{3}{4}$ of 40
$\frac{3}{4}$ of 24	$\frac{2}{3}$ of 21	$\frac{2}{3}$ of 18	$\frac{1}{5}$ of 35
$\frac{1}{6}$ of 36	$\frac{3}{4}$ of 12	$\frac{2}{3}$ of 6	$\frac{4}{5}$ of 20
$\frac{3}{4}$ of 28	$\frac{5}{6}$ of 18	$\frac{2}{3}$ of 30	$\frac{1}{5}$ of 40
$\frac{5}{7}$ of 14	$\frac{1}{9}$ of 45	$\frac{2}{3}$ of 33	$\frac{4}{5}$ of 30



COMPARE DECIMALS



a game for 2 players

Players compete to cover the space with the highest value.

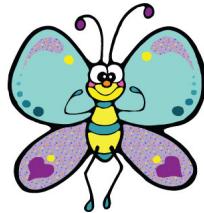
Each player chooses a space and puts a marker on the corner of the space.

The values of the two spaces are compared. The player who has chosen the space with the highest value, collects a marker to represent one point. The markers on the chosen spaces remain in place and the space cannot be marked again. Play continues with each player selecting a new space.

When all spaces have been marked, the player who has collected the most markers is the winner.

0.02	0.92	0.07	0.94
0.49	0.7	0.45	0.5
0.09	0.2	0.95	0.9
0.4	0.54	0.27	0.04
0.59	0.72	0.99	0.57

TAKE FOUR AND ADD



a game for 2 players

Place the number cards face down on the table. Each player chooses four number cards and then arranges them in their four boxes to make an addition with the highest possible total.

The player who creates the largest total is the winner of the round and scores one point.

For example - if a player chooses 2, 8, 4 and 3, they could make $82 + 43$.

Play several rounds. The winner will be the person who collects the most points.

Player 1

+

Player 2

+



TAKE SIX AND ADD



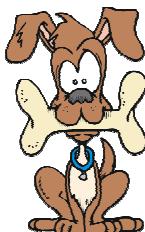
a game for 2 players

Place the number cards face down on the table. Each player chooses six number cards and then arranges them in their six boxes to make an addition with the highest possible total.

The player who creates the largest total is the winner of the round and scores one point.

For example - if a player chooses 2, 3, 7, 8, 6, 9 they could make 973 + 862.

Play several rounds. The winner will be the person who collects the most points.



Player

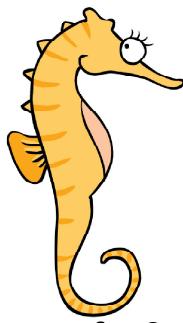
1

+

Player

2

+



a game for 2 players

Place the number cards face down on the table. Each player chooses four number cards and then arranges them in their four boxes to make a subtraction with the highest possible answer.

The player who creates the largest answer is the winner of the round and scores one point.

For example - if a player chooses 2, 8, 4 and 3, they could make $84 - 23$.

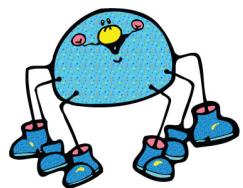
Play several rounds. The winner will be the person who collects the most points.



TAKE FOUR AND SUBTRACT

Player 1

Player 2



a game for 2 players

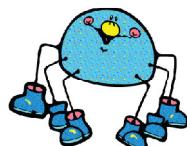
Place the number cards face down on the table.

Each player chooses six number cards and then arranges them in their six boxes to make a subtraction with the highest possible answer.

The player who creates the largest answer is the winner of the round and scores one point.

For example - if a player chooses 1, 2, 5, 6, 7, 9 they could make 976 - 125.

Play several rounds. The winner will be the person who collects the most points.



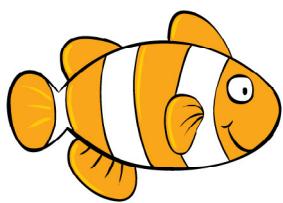
TAKE SIX AND SUBTRACT

Player

1

Player

2



a game for 2 players

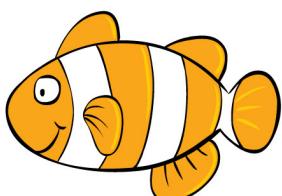
Place the number cards face down on the table.

Each player chooses three number cards and then arranges them in their three boxes to make a multiplication with the highest possible answer.

The player who creates the largest answer is the winner of the round and scores one point.

For example - if a player chooses 3, 6, 9. they could make 63×9 .

Play several rounds. The winner will be the person who collects the most points.



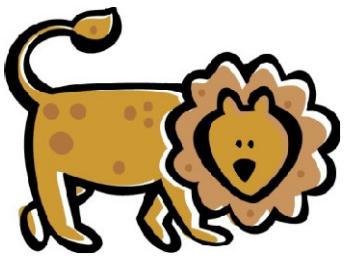
TAKE THREE AND MULTIPLY

Player 1



Player 2





a game for 2
players

Place the number cards face down on the table. Each player chooses four number cards and then arranges them in their four boxes to make a multiplication with the highest possible answer.

The player who creates the largest answer is the winner of the round and scores one point.

For example - if a player chooses 2, 4, 5, 6 they could make 542×6 .

Play several rounds. The winner will be the person who collects the most points.



TAKE FOUR AND MULTIPLY

Player

1

Player

2



CARDS FOR TAKE FOUR AND TAKE SIX GAMES

USE ONE SET FOR TAKE FOUR.

USE TWO SETS FOR TAKE SIX.

TEACHERS – These game boards can also be used as a whole class activity. Enlarge the game board on a photocopier and display for the whole class to see. Divide the class into 2 teams. One person from each team can select the four or six cards and show their team. The team then works together to chose the highest possible numbers that can be made with the selected cards.

1	2	3	4	5
6	7	8	9	0

1	2	3	4	5
6	7	8	9	0



3	6	1	5	8
---	---	---	---	---

FLY HOME

A GAME FOR 2-4 PLAYERS

2

5	2	9	7	8	4
---	---	---	---	---	---

1

1. Cards are placed face down beside the board.
2. Each player puts a marker on the bee.

4	7	3	6	5	3
---	---	---	---	---	---

3. Players take turns to choose a card and calculate the missing number.

9

6	1	8	5	2	4
---	---	---	---	---	---

7

4. The player then moves to the next space with that number, returns the card face down and mixes the cards around.

4	3	6	1	7	9
---	---	---	---	---	---

5. Continue choosing cards in turn and moving to the next space with the number that completes the equation.

5

5	7	2	8	4	6
---	---	---	---	---	---

1

6. The first player to reach the house is the winner. (The house has every number on it.)

4	9	3	6	5
---	---	---	---	---



Fly Home Addition Cards

$\diamond + 9 = 17$	$\diamond + 5 = 11$	$\diamond + 4 = 11$
$\diamond + 8 = 11$	$\diamond + 11 = 13$	$\diamond + 5 = 8$
$\diamond + 6 = 12$	$\diamond + 8 = 12$	$\diamond + 9 = 12$
$\diamond + 9 = 13$	$\diamond + 9 = 15$	$\diamond + 10 = 12$
$9 + \diamond = 10$	$5 + \diamond = 14$	$8 + \diamond = 14$
$8 + \diamond = 15$	$9 + \diamond = 10$	$8 + \diamond = 17$
$5 + \diamond = 13$	$9 + \diamond = 16$	$6 + \diamond = 11$
$8 + \diamond = 13$	$9 + \diamond = 12$	$6 + \diamond = 14$
$7 + \diamond = 9$	$7 + \diamond = 12$	$8 + \diamond = 9$
$9 + \diamond = 18$	$8 + \diamond = 16$	$9 + \diamond = 13$

Fly Home Subtraction Cards

$12 - \diamond = 5$	$12 - 4 = \diamond$	$13 - \diamond = 11$
$10 - \diamond = 6$	$9 - 8 = \diamond$	$12 - \diamond = 11$
$14 - \diamond = 5$	$9 - 4 = \diamond$	$15 - \diamond = 9$
$11 - \diamond = 3$	$12 - 9 = \diamond$	$13 - \diamond = 8$
$14 - \diamond = 7$	$18 - 9 = \diamond$	$13 - \diamond = 9$
$11 - \diamond = 2$	$10 - 3 = \diamond$	$14 - \diamond = 12$
$13 - \diamond = 12$	$11 - 7 = \diamond$	$13 - \diamond = 10$
$14 - \diamond = 6$	$12 - 7 = \diamond$	$17 - \diamond = 9$
$11 - \diamond = 5$	$10 - 4 = \diamond$	$16 - \diamond = 7$
$12 - \diamond = 10$	$12 - 9 = \diamond$	$14 - \diamond = 6$

Fly Home Multiplication Cards

$\diamond \times 9 = 45$	$\diamond \times 8 = 16$	$7 \times \diamond = 28$
$6 \times \diamond = 54$	$\diamond \times 9 = 27$	$9 \times \diamond = 45$
$5 \times \diamond = 30$	$\diamond \times 8 = 32$	$9 \times \diamond = 54$
$9 \times \diamond = 18$	$\diamond \times 5 = 25$	$9 \times \diamond = 63$
$7 \times \diamond = 7$	$7 \times \diamond = 42$	$9 \times \diamond = 72$
$6 \times \diamond = 24$	$8 \times \diamond = 56$	$12 \times \diamond = 108$
$4 \times \diamond = 32$	$8 \times \diamond = 64$	$12 \times \diamond = 72$
$7 \times \diamond = 49$	$9 \times \diamond = 81$	$12 \times \diamond = 60$
$7 \times \diamond = 21$	$7 \times \diamond = 14$	$11 \times \diamond = 77$
$9 \times \diamond = 9$	$8 \times \diamond = 24$	$12 \times \diamond = 96$

Fly Home Division Cards

$12 \div \diamond = 12$	$20 \div \diamond = 10$	$35 \div \diamond = 7$
$24 \div \diamond = 12$	$33 \div \diamond = 11$	$42 \div \diamond = 7$
$36 \div \diamond = 12$	$48 \div \diamond = 12$	$56 \div \diamond = 8$
$28 \div \diamond = 7$	$40 \div \diamond = 8$	$64 \div \diamond = 8$
$45 \div \diamond = 9$	$72 \div \diamond = 12$	$72 \div \diamond = 8$
$66 \div 11 = \diamond$	$63 \div 9 = \diamond$	$54 \div 6 = \diamond$
$84 \div \diamond = 12$	$72 \div \diamond = 9$	$48 \div \diamond = 6$
$88 \div 11 = \diamond$	$81 \div 9 = \diamond$	$49 \div 7 = \diamond$
$54 \div \diamond = 6$	$96 \div \diamond = 12$	$36 \div \diamond = 6$
$11 \div 11 = \diamond$	$36 \div 9 = \diamond$	$108 \div 12 = \diamond$

Fly Home Place Value Cards (Tens and Ones)

23	16	53
2 tens <input type="checkbox"/> ones	1 ten <input type="checkbox"/> ones	5 tens <input type="checkbox"/> ones
45	31	94
4 tens <input type="checkbox"/> ones	3 tens <input type="checkbox"/> one	9 tens <input type="checkbox"/> ones
82	38	76
8 tens <input type="checkbox"/> ones	3 tens <input type="checkbox"/> ones	7 tens <input type="checkbox"/> ones
17	59	62
1 ten <input type="checkbox"/> ones	5 tens <input type="checkbox"/> ones	6 tens <input type="checkbox"/> ones
34	41	95
3 tens <input type="checkbox"/> ones	4 tens <input type="checkbox"/> one	9 tens <input type="checkbox"/> ones
15	97	38
<input type="checkbox"/> ten 5 ones	<input type="checkbox"/> tens 7 ones	<input type="checkbox"/> tens 8 ones
59	26	80
<input type="checkbox"/> tens 9 ones	<input type="checkbox"/> tens 6 ones	<input type="checkbox"/> tens 0 ones
61	42	75
<input type="checkbox"/> tens 1 one	<input type="checkbox"/> tens 2 ones	<input type="checkbox"/> tens 5 ones
14	83	46
<input type="checkbox"/> ten 4 ones	<input type="checkbox"/> tens 3 ones	<input type="checkbox"/> tens 6 ones
54	94	64
<input type="checkbox"/> tens 4 ones	<input type="checkbox"/> tens 4 ones	<input type="checkbox"/> tens 4 ones

Fly Home Place Value Cards (Hundreds, Tens and Ones)

423 4 hundreds 2 tens <input type="text"/> ones	234 2 hundreds 3 tens <input type="text"/> ones	409 4 hundreds 0 tens <input type="text"/> ones
389 3 hundreds 8 tens <input type="text"/> ones	216 2 hundreds 1 ten <input type="text"/> ones	904 9 hundreds 0 tens <input type="text"/> ones
427 4 hundreds 2 tens <input type="text"/> ones	423 4 hundreds 2 tens <input type="text"/> ones	752 7 hundreds 5 tens <input type="text"/> ones
318 3 hundreds <input type="text"/> ten 8 ones	563 5 hundreds <input type="text"/> tens 3 ones	289 2 hundreds <input type="text"/> tens 9 ones
738 7 hundreds <input type="text"/> tens 8 ones	215 2 hundreds <input type="text"/> ten 5 ones	890 8 hundreds <input type="text"/> tens 0 ones
473 4 hundreds <input type="text"/> tens 3 ones	518 5 hundreds <input type="text"/> ten 8 ones	380 3 hundreds <input type="text"/> tens 0 ones
291 <input type="text"/> hundreds 9 tens 1 one	511 <input type="text"/> hundreds 1 ten 1 one	403 <input type="text"/> hundreds 0 tens 3 ones
907 <input type="text"/> hundreds 0 tens 7 ones	400 <input type="text"/> hundreds 0 tens 0 ones	503 <input type="text"/> hundreds 0 tens 3 ones
101 <input type="text"/> hundreds 0 tens 1 one	630 <input type="text"/> hundreds 3 tens 0 ones	717 <input type="text"/> hundreds 1 ten 7 ones
329 3 hundreds 2 tens <input type="text"/> ones	412 4 hundreds 1 ten <input type="text"/> ones	527 5 hundreds 2 tens <input type="text"/> ones

Four In A Row Add

Four In A Row Add

2 - 4 players

(Three simple steps and you're ready to play!)

1. Print the Four In A Row Add Game Board.
2. Print the markers and cut out. (You need a different color for each player.)
3. Get some dice and give the game to the kids to play.

Play **Four In A Row Add** to practice addition to 12.

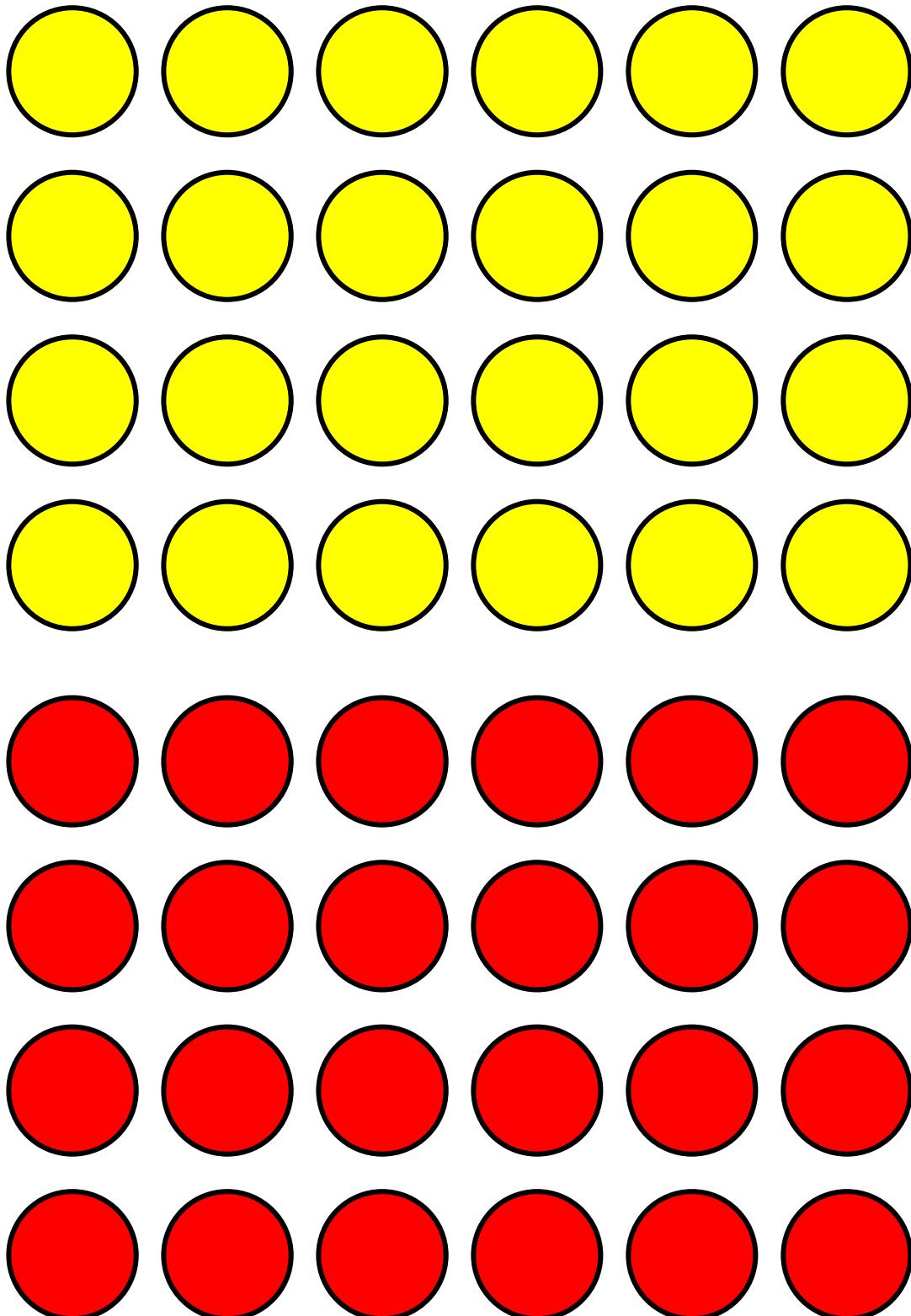
Four IN A Row Add

A game for 2 – 4 players

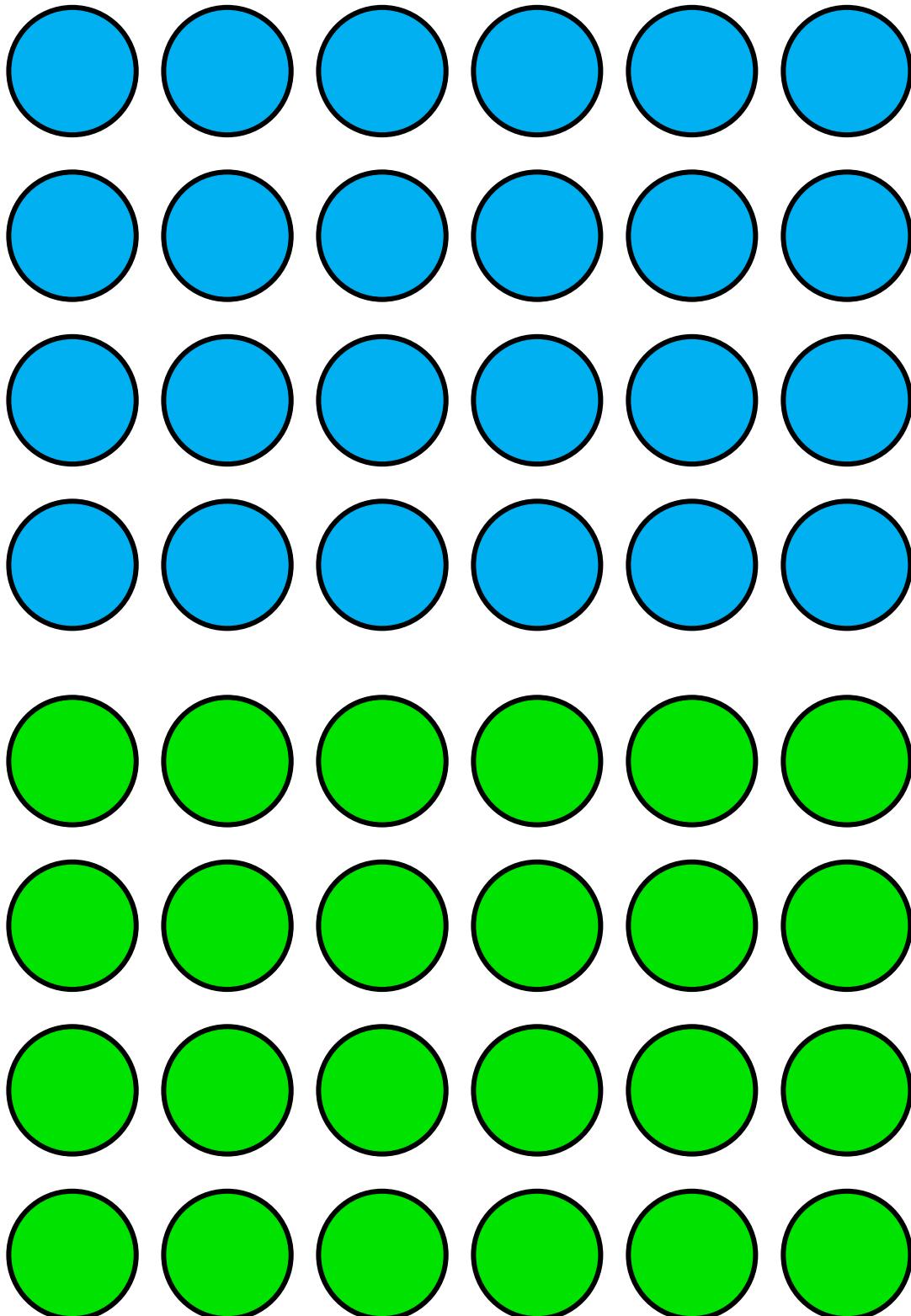
Players take turns to throw 2 dice. The numbers on the dice are added together. The player then finds this number on the board and covers it with one of the markers of their color. If none of these numbers are uncovered, the player doesn't cover a number on this turn. The first player to cover a row of four – vertically, horizontally or diagonally - is the winner.

7	9	3	8	2	11	10
4	2	9	5	12	5	12
10	6	4	7	4	7	9
3	10	6	2	8	12	3
8	5	9	11	3	6	11
11	7	8	3	5	8	4
10	2	6	7	10	2	6
5	12	11	4	7	9	12

Markers For Use With Four In A Row Add and Four in A Row Multiply



Markers For Use With Four In A Row Add and Four in A Row Multiply



Four In A Row Multiply

Four In A Row Multiply

2 - 4 players

(Three simple steps and you're ready to play!)

1. Print the Four In A Row Multiply Game Board.
2. Print the markers and cut out. (You need a different color for each player.)
3. Get some dice and give the game to the kids to play.

Play **Four In A Row Multiply** to practice multiplication to 6×6 .

Four IN A Row Multiply

A game for 2 – 4 players

Players take turns to throw 2 dice. The numbers on the dice are multiplied together. The player then finds this number on the board and covers it with one of the markers of their color.

If none of these numbers are uncovered, the player doesn't cover a number on this turn.

The first player to cover a row of four – vertically, horizontally or diagonally - is the winner.

4	20	1	25	16	4	30
12	3	25	8	2	24	6
16	6	5	9	10	1	12
1	15	30	15	8	20	9
24	10	5	2	12	3	36
8	3	20	24	10	30	12
16	36	9	6	12	5	8
6	4	15	2	25	20	36

BRAIN TEASERS



Make 10

Fill in the boxes with these digits to make a true equation – 0, 6, 7, 7, 7, 9.

$$\begin{array}{r} \boxed{} \quad \boxed{} \quad \boxed{} \\ - \quad \boxed{} \quad \boxed{} \quad \boxed{} \\ \hline 1 \quad 0 \end{array}$$



Make 10 Again

Fill in the boxes with these digits to make a true equation – 4, 6, 7, 8.

$$\boxed{} \times \boxed{} - \boxed{} \times \boxed{} = 10$$



2, 3, 4, 5

Write as many equations as possible that equal 10 and
use the numbers 2, 3, 4 and 5.

An incorrect attempt would be

$$2 \times 3 - 4 + 5 = 7$$

two
three
two
three
four
five

4, 5, 6, 7

Write as many equations as possible that equal 10 and
use the numbers 4, 5, 6 and 7.

An incorrect attempt would be

$$4 \times 6 - 5 - 7 = 12$$

four
five
six
seven

5's

Five 5's

Write an equation with five 5's that equals 10.

Here's how you might do this with five 4's.

$$44 \div 4 - 4 \div 4 = 10$$

(Do this without replacing the 4's in the above equation with 5's. Find a different way to do it.)

Five 10's

Write an equation with five 10's that equals 89.

An incorrect attempt would be

$$10 \times 10 - 10 - 10 + 10 = 90$$



Ten Weeks

How many minutes are there in 10 weeks?



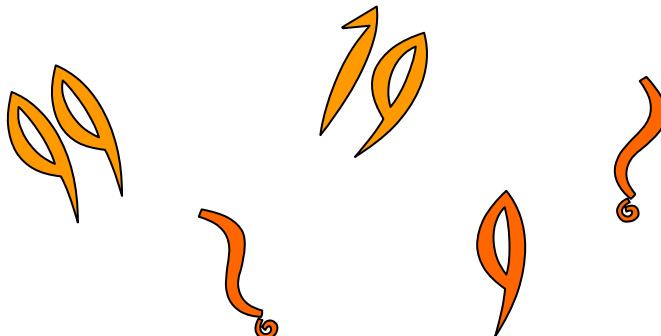
Starting Number

What number did I start with if I
multiply it by 10,
subtract 10,
divide by 10 and end up with 27.

ten

NUMBER OF NINES

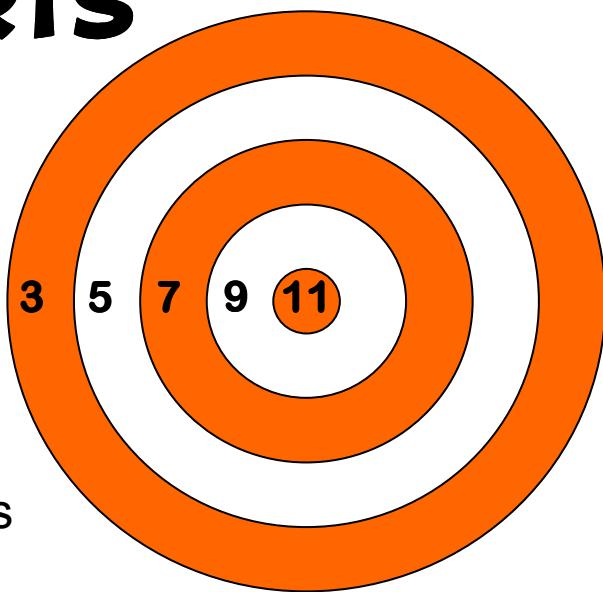
How many times would you write the digit **9** if you were to write all of the numbers from 1 to 500?



DARTS

Using the dart board how many different ways can you think of that I can score 21 by throwing 3 darts?

HINT: You can hit the same number more than once but don't record the same numbers in a different order.



SAME DIGITS

Use the symbols $+$, $-$, \times or \div and the numbers to do the following.

EXAMPLE: Make five twos equal forty-four. Answer: $22 \times 2 + 2 - 2 = 44$

- Make five twos equal thirty.
- Make six threes equal ninety.
- Make six sevens equal forty-nine.
- Make six fives equal twenty-six.

SEVENS AND NINES

How many numbers from 1 to 1000 contain both a 7 digit and a 9 digit?

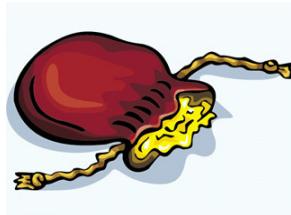
HINT: Some numbers contain more than just one of each digit, e.g. 979, so these numbers should also be included.

97 179 907 ?

BLACK, WHITE AND RED

I have 6 black marbles, 4 white marbles and 3 red marbles in a bag.

What is the least number of marbles that I can take out of the box to ensure that I get at least three of one color?



ICE CREAM SUNDAE

Claire is making an ice cream sundae. She is allowed 3 scoops of ice cream. She can choose from 5 flavors – lime, chocolate, vanilla, rocky road and strawberry.

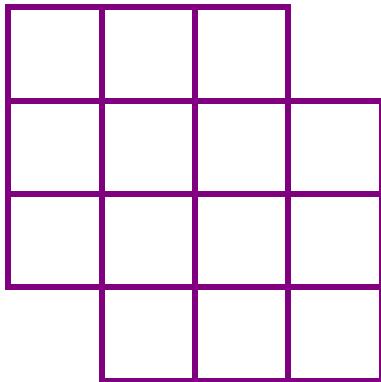
How many possible ice cream combinations could she choose?



SQUARES A

How many squares can you see in this shape?

HINT: Remember to count squares of all sizes.



ADD TO 2010

Which 3 numbers below will add to
exactly 2010?

270 612 634 854 538 544 422

NUMBER OF WEEKS

On 01.01.2010, how many weeks have there been in
the new millennium,
i.e. from 01.01.2000 to 01.01.2010 including
01.01.2010?

HINT: Multiplying the number of years by 52 will not
give you the correct answer as a year is not exactly 52
weeks.

4 DIGITS

How many different years have the digits

2, 0, 1, 0?

(Do not include any year that starts with 0.)

DIVIDING 2010

**How many whole numbers can be evenly divided into
2010?**

What are the numbers?

NUMBER OF DAYS

**How many days had you been alive on the
01.01.2010?**

MULTIPLY TO 2010

Find 3 numbers that can be multiplied together to make 2010. Do not include 1 as one of your numbers.

$$? \times ? \times ? = 2010$$

2010 CALENDAR

Use a calendar to answer the following questions?

- a. How many Fridays will there be in 2010?
- b. How many months will have 5 Saturdays?
- c. How many days are in the first 6 months of 2010?
- d. How many days are in the last 6 months of 2010?

FINISH THE PATTERN

Complete the pattern in each row.

- a. 3, 7, 15, 31, 63, _____
- b. 3, 5, 8, 13, 21, 34, _____
- c. 7, 8, 12, 13, 17, 18, _____

IN A CIRCLE

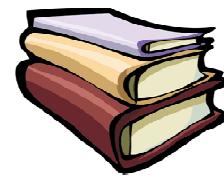
A number of children have been asked to stand in a circle, with even spaces between them.

If the 3rd child and the 9th child are directly opposite each other, how many children are in the circle?

Hint: Draw a diagram.



BOOK FRIENDS



Three friends have been reading lots of books.

Together they have read a total of 21 books.

Jason has read twice as many as Pete but only half of the number read by Belle.

How many have each of them read?

PAINTED ROOM



Josh is painting each wall in his room a different color.
He has 4 walls to paint.

There are 6 different colors for him to choose from –
red, white, blue, orange, yellow, green.

How many different color combinations could he
choose for the walls of his room?

e.g. one combination would be red, white, blue, orange

EQUATIONS

Use the symbols $+$, $-$, \times or \div and the numbers to do what is asked.

An example is given to show you what to do.

EXAMPLE: Make five twos equal forty-four.

Answer: $22 \times 2 + 2 - 2 = 44$

a. Make five twos equal thirty.

b. Make six threes equal ninety.

WHO HAS THE MOST SHELLS?



Three friends have all been collecting shells.

Bree has twice as many as Dylan. Ashley has one more than Bree. Dylan has 12 shells.

List the three friends in order from who has the least shells to who has the most. How many does each person have?

WHO HAS THE MOST MONEY?



Four friends have all been saving money.

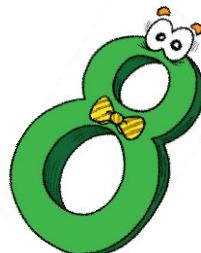
Ashley has saved half as much as Dylan. Georgia and Joshua together have less than Dylan. Joshua and Ashley together have more Dylan.

List the four friends in order from who has the least money to who has the most.

FAVORITE NUMBERS

Jordan has several favorite numbers. Read the clues to work out what they are.

- Each one has two digits.
- Each one is an odd number.
- The sum of the digits is 6.



What are Jordan's favorite numbers?

MAKE MY NUMBER

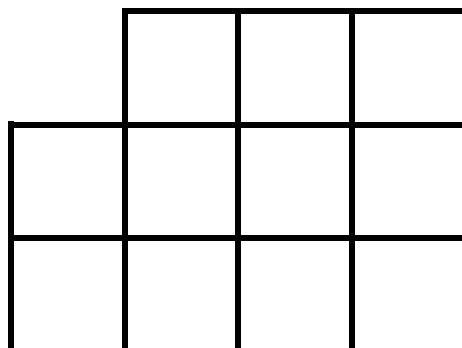
Find 3 different prime numbers that can be added to make 35.

$$\underline{\quad} + \underline{\quad} + \underline{\quad} = 35$$

SQUARES B

How many squares can you see in this shape?

HINT: Remember to count squares of all sizes.



Letter Substitutes

Each digit in the following equation has been replaced with a letter.

The same letter always represents
the same number. Can you work
out which digits have been
replaced with which letters?

$$\begin{array}{r} & A \\ & B \\ & C \\ + & \hline A & C \end{array}$$

Brooke's Rule

Brooke has a secret rule for what she likes to do to numbers. Her friends have taken turns to tell her a number and she has applied her rule.

Fill in the 2 missing numbers
in the grid.

What is Brooke's Rule?

Number	Result
6	14
3	8
4	10
8	?
??	26

Remainders



What number less than 100 will give
a remainder of 1 when divided by 4,
a remainder of 2 when divided by 5
and a remainder of 3 when divided by 6?



6 Aunts

When 6 of my Aunts meet, they all give each other a
hug. How many hugs take place altogether?

Hug! Hug! Hug!

Brain Teasers Answers

Make 10 - $707 - 697 = 10$

Make 10 Again - $6 \times 7 - 8 \times 4 = 10$

2, 3, 4, 5 (Three possible solutions given)

$$3 + 5 + 4 \div 2 = 10 \quad 3 + 4 + 5 - 2 = 10 \quad 2 \times 4 + 5 - 3 = 10$$

4, 5, 6, 7 - $4 + 5 + 7 - 6 = 10$

Five 5's - $5 \times 5 - 5 - 5 - 5 = 10$

Five 10's - $10 \times 10 - 10 - 10 \div 10 = 89$

Ten Weeks - 100,800 minutes

Starting Number - 28

Number of Nines - Answer - 100 times.

Darts - Answer - 5 different ways -

3, 7, 11

3, 9, 9

5, 5, 11

5, 7, 9

7, 7, 7

Same Digits - One possible solution is given for each

$$2 \times 2 \times 2 + 22 = 30$$

$$3 \times 33 - 3 - 3 - 3 = 90$$

$$7 \times 7 - 7 - 7 + 7 + 7 = 49$$

$$55 \div 5 + 5 + 5 + 5 = 26$$

Sevens and Nines - 54 numbers

Black, White and Red - 7 marbles

Ice Cream Sundae - 10 combinations

Squares A - 23 squares - (14 - 1 x 1, 7 - 2 x 2, 2 - 3 x 3)

Add to 2010 – 612, 854, 544

Number of Weeks – 522 weeks

4 Digits – 6 Years – 1002, 1020, 1200, 2001, 2010, 2100.

Dividing 2010 – 16 numbers - 1, 2, 3, 5, 6, 10, 15, 30, 67, 134, 201, 335, 402, 670, 1005, 2010

Number of Days – Answers will vary.

Multiply to 2010 – There are several different answers, e.g.

$$2 \times 3 \times 335 = 2010$$

2010 Calendar – a. 53, b. 4 months, c. 181, d. 184.

Finish the Pattern

- a. 127 (double the number and add 1)
- b. 55 (add the 2 preceding numbers)
- c. 22 (add 1 to 1st number then add 4 to next number)

In a Circle – Answer 12 children

Book Friends – Jason 6 books, Pete 3 books, Belle 12 books

Painted Room – 15 combinations

Equations – a. $2 \times 2 \times 2 + 22 = 30$ b. $33 \times 3 - 3 - 3 = 90$

Who Has the Most Shells? - Dylan(12), Bree(24), Ashely(25)

Who Has the Most Money? - Georgia, Ashley, Joshua, Dylan

Favorite Numbers - Jordan's favorite numbers are 15, 33, 51.

Make My Number - Various possible answers. e.g. $3 + 13 + 19 = 35$

Squares B - 14 squares – (10 1x1 squares and 4 2x2 squares)

Letter Substitutes – One possible answer A-1, B-9, C- 2

Brooke's Rule - ? = 18, ?? = 12

Rule – Add one to the number then double it.

Remainders – 57

6 Aunts – 15

(The first one has 5 hugs, the second one has 4 new hugs, the third one has 3 new hugs, the fourth one has 2 new hugs and the fifth one has 1 new hug. The six one has already hugged everyone.)

Looking For More Brain Teaser?



The Mind Power Series – Brain Teasers for little ones.

Brain Teasers for 4-7 Years

Fun, appealing activities to stimulate thinking skills, reasoning skills, creativity and more! This is bound to be a big hit with the little ones!

INVESTIGATIONS



The printable cards on the following pages are
6 MATH INVESTIGATIONS.

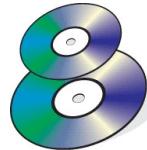
COMIC TOWER

**How many comic books would you need
to stack on top of each other to make a
stack as tall as you?**



DVD DOOR

**How many DVD discs would you need to cover
the area of an average door?**



BUS WALL

**How many bricks would be needed to build a
wall that a bus could be parked behind so that it
wouldn't be seen?**



PRIME SEVENS

How many prime numbers containing at least one 7 digit are there between 1 and 500?

37

MARBLE BUCKET

How many marbles would you need to completely fill a bucket?



NEWSPAPER CHILDREN

If you spread out an entire newspaper over a field, how many children could stand on this paper?



www.makingmathmorefun.com

www.math-board-games.com