

## **Rounding off Big Time: Using Rounding Off Big Time record sheet**

Shuffle dot cards (omit 11 & 12 but not 0), deal them out completely.

Players take turns to turn over 2 cards and round to the nearest 10.

Players choose which order they wish to place the digits.

Fill in the record sheet.

The winner is the first player with every line filled.

If you run out of cards start from the bottom of the pack again.

Now try with 3 cards and round to the nearest 100.

## **Fish Instructions:**

Pairs that make 10

Shuffle dot cards. Deal each person 9 cards, the remainder of the pack become fish.

To make a pair the player must ask for the number that will go with their number to make a 10.

Please discuss with the student why these are important facts to know. They must say the algorithm as they put the pair down.

## **Addition War Instructions:**

Shuffle dot cards. Deal out the pack of cards between 2 players

Each person takes 2 cards from their pile and lays them on the table.

Add your 2 cards. The person with the highest total wins all 4 cards.

The person with the most cards at the end of the game is the winner.

## **Positive and Negative Numbers Multiplication War Instructions:**

Using the red card as positive integers and the blue as negative integers follow the rules for addition war but substitute multiplication for addition

## **3 in a row: Using 100 chart**

Shuffle dot cards. Deal out a pack of cards

Take turns to turn over 2 cards to make 2 digit numbers (card order can change)

The player then puts either a nought or cross on the corresponding number on the 100 chart

The first player to get 3 in a row wins

Can be horizontal, vertical or diagonal