



Additional Methods of Play

Individual Play

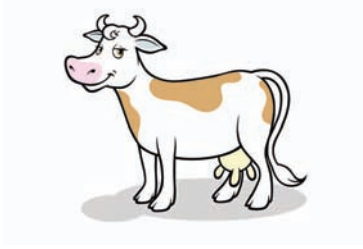
Memory

A player studies the numbers on any times table set of cards and then places the cards, number face down, in front of them. They then try to remember what the number is on the underside of each card by studying the pattern on the back. They see how many cards they can turn over before getting one wrong. This game can be extended to include more sets of times tables cards at any one time.



Hi-Lo

A player shuffles a times table set of cards and places the cards, number side up, in front of them. They look at the top card on the pack and then try to guess whether the card underneath has a higher or lower number on it. They then remove the top card and place it aside. The challenge is to see how far they can get through the pack before getting it wrong.



Two Player

Shout!

Two players divide any number of times tables sets of cards between them. Each player holds their cards with the number side facing towards them. On the count of three each player takes the nearest card to them and holds it up so that both players can see the back of their opponent's card. The first person to call out what the number is on their opponent's card wins both the cards. The winner is the player with the most cards at the end of the game.

Hi-Lo

Any number of sets of times table cards are shuffled and divided up equally between the two players. Both players hold their cards with the numbers facing towards them.

Player one takes their front card and places it, number side up, on the table. They then try to guess whether the front card on player two's pack has a higher or lower number on it. When the guess has been made player two takes their front card and places it, number side up, on top of player one's card. If player one guessed wrong then they pick up both the cards on the table and place them at the back of their own pack.

If player one is correct then play continues and player two has to try to guess whether the next card at the front of player one's pack is higher or lower than the card they have just put down. Play continues until a player makes a wrong guess and picks up all the cards on the table. That player restarts the game by placing the next card, number face up, on the table and making a new guess.

The object of the game is for a player to have only one card left..





Number/Pattern Snap

Any number of sets of times table cards are divided between two players. The players hold their cards number faced down in their hands. In turn, each player turns the top card of their pack over and places it, number face up, on the table. Whenever two cards are placed on top of each other that have the same number or pattern then any player can call 'Snap' and place his hand on top of the pack on the table. The first player to do this wins the cards. The winner of the game is the player who wins all of the cards.

Three or four in a row *(players can decide on either option)*

For this game different coloured counters are required for each player. Use the number grids from the website.

Players choose the times tables they wish to play with.

Easy – any single times table using the 2 x 5 grids.

Intermediate – a set of three different times tables using the 5 x 6 grids.

Hard – all of the times tables using the 9 x 10 grid.



Easy and intermediate

Easy – Use the 2 x 5 grids and the corresponding times table.

Select the cards to be played with and shuffle them. Decide whether you are going to play 'Three in a Row' or 'Four in a Row'. Place the pack face down. Take the top two cards and place them face down either side of the main pack. Including the top card of the pack there are now three cards visible. A player chooses one of the three cards and turns it over to look at the number. That player then places a counter on that number on the grid. The card is then discarded.

If the card was taken from either side of the pack then the top card of the pack replaces it so that, on any one turn, a player has three cards to choose from.

The winner is the player who can link three or four squares in a row. The squares must be touching by a side, top or bottom and not a corner.

Intermediate – Use the 5 x 6 grids and the corresponding sets of times tables.

The game is played exactly as above, the only difference being that the top three cards of the pack are taken off and placed either side of the main pack. This allows any player to have a choice of four cards on any one turn.

Hard – Use the 9 x 10 grid and all of the cards.

The game is played exactly as above, the only difference being that the top four cards are placed either side of the main pack so that a player has five cards to choose from on each turn. This game is played using all of the cards and the 9 x 10 grid.





Rhyme Times Tables

Knowledge

Players choose how many times tables cards they wish to play with. Cards are dealt out and each player holds their pack, number face down. Player one looks at their top card and says the number that they think is on the underside. They then turn the card over and place it number face up on the table. If they are correct the card remains on the table. Player two then looks at their top card and says the number that they think is on the underside. They then turn the card over and place it on player one's card.

If a player says the wrong number then they pick up all the cards on the table.

The object of the game is for a player to get rid of all of their cards first.





4	12	16	10	6
20	8	2	18	14

The Moo Times Table (2 Times Table).

6	15	24	3	30
21	27	9	18	12

The Tree Times Table (3 Times Table).

20	28	4	36	12
8	40	16	24	32

The Door Times Table (4 Times Table).



45	25	10	40	5
15	50	30	20	35

The Hive Times Table (5 Times Table).

18	36	60	12	54
48	6	24	42	30

The Bricks Times Table (6 Times Table).

49	28	70	21	42
14	56	7	35	63

The Kevin Times Table (7 Times Table).



72	8	40	80	24
32	48	64	16	56

The Gate Times Table (8 Times Table).

45	81	90	72	27
9	63	18	36	54

The Shine Times Table (9 Times Table).

60	40	10	90	70
20	80	100	50	30

The Hen Times Table (10 Times Table).



72	8	40	80	24
32	48	64	16	56

The Gate Times Table (8 Times Table).

45	81	90	72	27
9	63	18	36	54

The Shine Times Table (9 Times Table).

60	40	10	90	70
20	80	100	50	30

The Hen Times Table (10 Times Table).



20	28	16	40	21
4	60	30	12	24
6	24	3	42	12
15	36	32	18	30
36	8	18	9	54
12	48	27	24	6

The Tree, Door and Bricks Times Tables (3, 4 and 6 times Tables).



25	90	15	8	10
18	10	2	50	40
40	4	60	20	16
10	30	35	5	50
14	20	70	45	6
30	80	12	100	20

The Moo, Hive and Hen Times Tables (2, 5 and 10 times Tables).



28	48	24	72	63
9	56	63	42	36
8	27	7	18	72
54	32	56	16	21
49	81	35	45	90
64	14	80	70	40

The Kevin, Gate and Shine Times Tables (7, 8 and 9 times tables).



4	7	20	9	35	18	5	24	50
60	10	18	45	8	42	40	48	8
36	42	81	40	30	20	21	4	54
8	12	10	70	2	36	70	40	30
45	80	16	49	18	30	24	35	72
12	48	27	36	60	28	90	64	6
14	16	6	15	100	80	14	15	54
30	20	32	21	12	40	32	27	50
9	4	3	24	90	6	63	20	10
18	56	72	16	25	56	12	63	28