



# Doubles and Near Doubles

## 1.0 Ladybird doubles

Materials you need...

- Paper and pencil
- 1-6 dice (or 1-10 dice)

First each draw 9 ladybird outlines... mainly a circle with a line down the middle, you can add a head and legs if you like!

Take it in turns to roll the dice. Copy the dot pattern on each wing, and write underneath the double sum you have made with the answer.

At the end see which score has happened the most on your score sheet. This is your final score. Highest wins.

## 2.0 Shut the box - doubles

Materials you need...

- Domino cards (doubles and near doubles) – a pack per player
- 1-12 cards OR 1-6 dice x2

Each player needs to sort their dominoes to be in order showing 1 to 12.

Take it in turns to throw both the dice and sum the two faces, or pick a number card. Find the matching domino card, write and say the



double or near double fact. Turn this card face down. Winner is the player to get all their cards face down.

You can also do this game as Open the box. Start with all your cards in the correct order but face down. On your turn throw both the dice, find the sum (OR pick a number card), and announce what the double/near double fact is before revealing it on the correct card. Winner is the player to get all their cards face up.

### **3.0 Doubles PAIRS**

Materials you need...

- Domino cards – doubles and near doubles
- 1-12 number cards
- Double/near double addition cards

Version 1: Take turns in picking a number card. Announce what double or near double fact you are trying to find. Then pick a domino card. If they match take both the number card and matching domino card and keep next to you.

Version 2: Take turns in picking pattern card. Announce what double or near double fact you are trying to find. Then pick a double or near double addition card. If they match take both the pattern card and matching addition cards and keep next to you.

Winner is the player to get the most matches.



## 4.0 Pyramid doubles

Materials you need...

- 1-6 dice (or 1-10 dice)
- Cuisenaire rods

Take it turns to throw the dice. Find two Cuisenaire rods that represent this number and say what the double makes.

Winner is the player to make a pyramid with 3 consecutive levels. (eg double 2, 3 and 4).

## 5.0 Three in a row – dice game

Materials you need...

- 2x 1-6 dice (or 2x 1-10 dice)

Each player writes the numbers 2 to 12. They take it in turns to throw both dice. They find the sum of their throws and state what the double or near double fact is and cross this number out.

The winner is the player to get three in a row.

## 6.0 Who has the last word?

Materials you need...

- Cuisenaire rods
- 1-10 dice



Each player takes it in turn to throw the dice. They find the right Cuisenaire rod to match the number of the throw. They then have to match this rod with the double or near double fact. Players then take it in turns to find new facts to match (4+3 is classed as the same as 3+4 here).

The player who places the last set of components wins that round.

The next player then throws the dice and play continues.

## **7.0 Key Components Game**

Materials you need...

- Dominoes – doubles and near doubles
- 10 counters (in two colours)

Using only the double and near double dominoes turn them face down and mix.

Take turns to pick a domino and start to recreate the pattern on the first half using your counters.

The other player guesses which domino it is by finishing the pattern of the second half with their dominoes.

State the sum and the total.

Winner keeps the domino (face down).

Overall winner is the player to win the most dominoes.



## 8.0 Dominoes – 3 in a row

Materials you need...

- Dominoes – doubles and near doubles
- 1-12 dice

Using the double and near double patterns set out a set of dominoes for each player representing 1 to 12.

Players take it in turns to throw the dice and say the double or near double fact that makes their number. They cross this number out. If they have already crossed out that number play passes on.

The player to cross out 3 numbers in a row wins.

## 9.0 Mirror Image

Materials you need...

- Small mirrors
- Glass nuggets
- 1-10 dice (or a 1-20 dice)

Throw the dice. Do you think your number is made from a double? Try to half your number and make a dot pattern with your glass nuggets to represent this. Use your mirror to see if when it is doubled it matches your throw.








If you threw an even number and could represent it as a double of another number you score a point.







Winner is the player with the most points after 4 rounds.


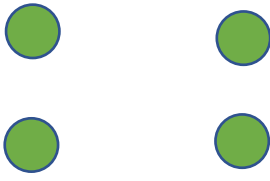
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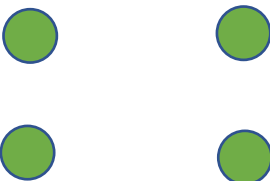
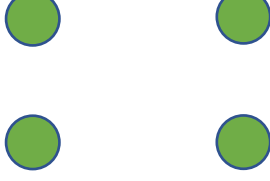


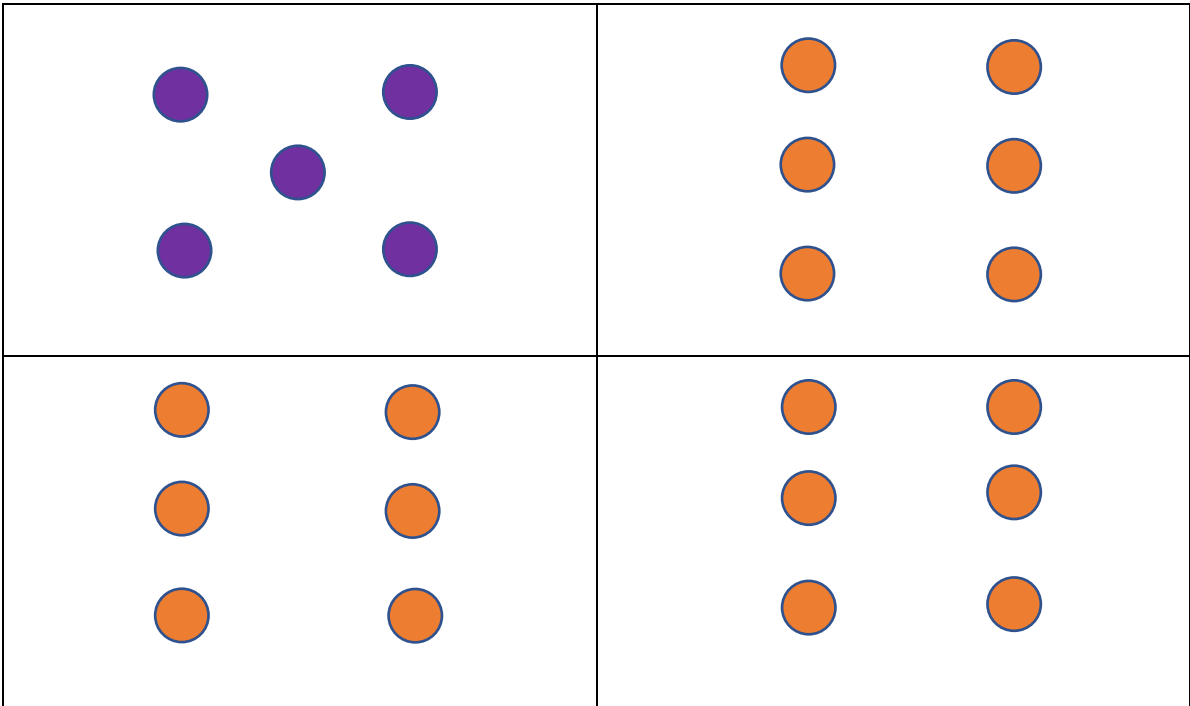
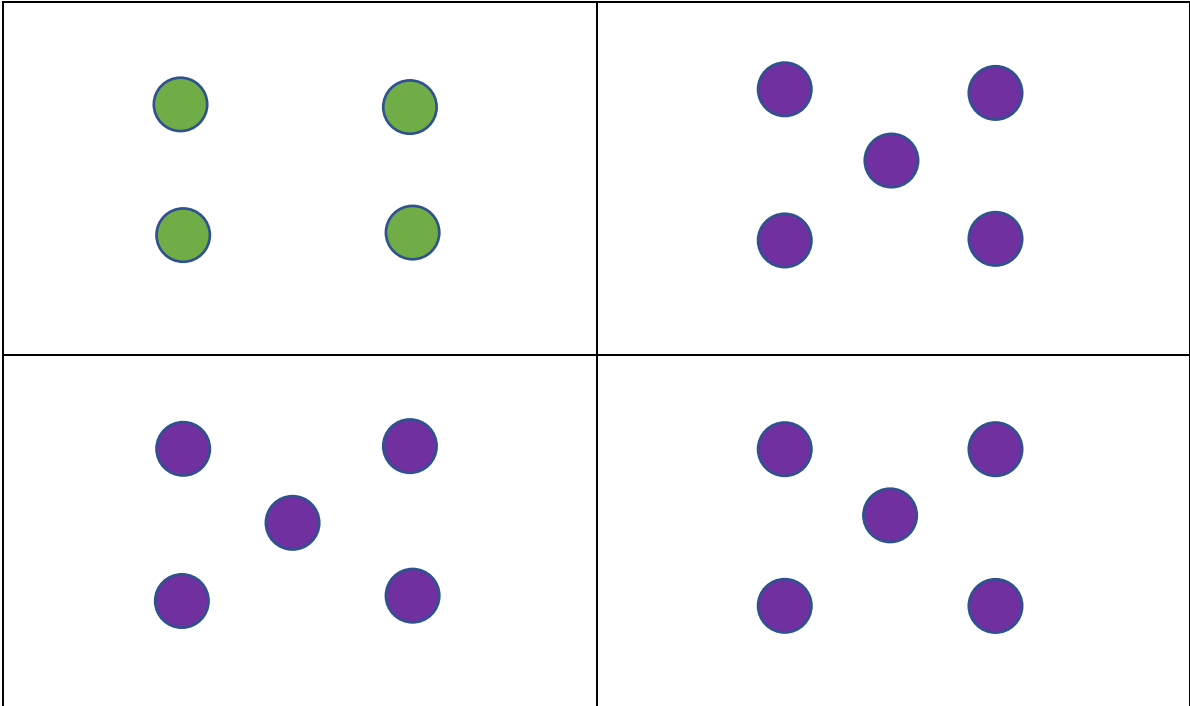
	
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$$0 + 1 = 1$$

$$1 + 1 = 2$$

$$1 + 2 = 3$$

$$2 + 2 = 4$$

$$2 + 3 = 5$$

$$3 + 3 = 6$$

$$3 + 4 = 7$$

$$4 + 4 = 8$$

$$4 + 5 = 9$$

$$5 + 5 = 10$$

$$5 + 6 = 11$$

$$6 + 6 = 12$$



1

2

3

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5

6

7

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0	
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