



Addition – up to total 20

1.0 The Grid Game

Materials you need...

- 0-10 addition grid - BLANK
- Different colour pens
- 1-10 dice x2

Players take it in turn to throw the two dice. Find the cell on the grid that corresponds to these numbers and fill in their sum. Each player has a different colour pen.

Winner is the first to have 3 in a row... horizontally, vertically or diagonal.

2.0 Popcorn Bingo

Materials you need...

- 0-9 cards (x2)
- 3x3 Grid
- Pen and paper
- Bowl

Scrunch up the number cards and put in a bowl to look like popcorn.

Ask each child to write a number in each cell of their 3x3 Grid. The Numbers need to be between 0 and 18.



Then pick two pieces of “popcorn” at a time. Find the total and replace them in the bowl. If a child has the total announced they cross that number out.

The first to get 3 in a row (vertical, horizontal or diagonal) wins.

3.0 Addition game

Materials you need...

- 0-9 cards (x4)
- Addition Grid

Print and cut out the number cards. Shuffle and leave in a pile.

Each player gets an Addition Grid. The aim is to fill in the gaps using the numbers on the cards you pick on your turn.

Players take it in turns to pick two cards from the top of the pile. Look at these numbers and see if you can place them in the gaps (of one equation) to complete it.

Winner is the first to fill in all their gaps.

4.0 Sum Search

Files you need to print...

- 1-18 Cards
- Games Grid

Fill the Games Grid with numbers between 0-9.



Print and cut out the 1-18 cards. Shuffle and place face down.

Players take it in turns to pick a card and try to find two cells next to each other, horizontally or vertically, that sum to the number shown on their card. If they can they win a point. They need to colour these cells in, they can not be used in another sum.

Winner is the player with the most points at the end.

5.0 Card Sum Wars

Files you need to print...

- 0-9 cards (x4)

Shuffle the cards and place in a pile

Players take it in turns to pick two cards and find the sum. The player with the highest sum wins.

6.0 Connect Four

Materials you need...

- 1-9 dice x2
- Number Grid
- Different coloured counters for each player

Fill the number grid with numbers 2 to 18.



Players take it in turns to throw the two dice. Find the sum of the two dice. Match the sum to a number on the board and place their counter on top of it.

The winner is the player to get four counters in a row, horizontally, vertically or diagonally.

7.0 Number track race

Materials you need...

- 1-20 number track
- counters
- 1-6 dice

Each player needs their own number track and 20 counters.

Players take it in turn to roll the dice and add that many counters to their number track. Before adding the counters to their track they say how many counters they already have, how many they are adding and how many they will have in total. They then add them to their track and check they were right.

Winner is the first to reach 20.



+	0	1	2	3	4	5	6	7	8	9	10
0											
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											



1

2

3

4

5

6

7

8

9

10



11

12

13

14

15

16

17

18

19

0



$$_ + 1 = _$$

$$_ + 2 = _$$

$$_ + 3 = _$$

$$_ + 4 = _$$

Games Grid



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Number track

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