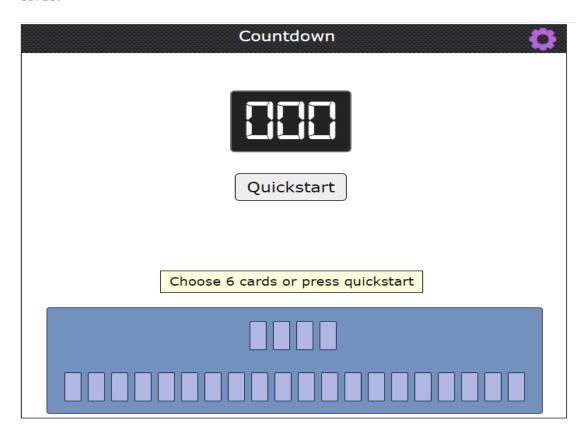
Countdown

Age 7 to 14 *

Here is a chance to play a version of the classic Countdown Game.

The challenge is to use the numbers available and the four standard operations (addition, subtraction, multiplication and division) to hit the target.

Each card can only be used once but it may not be necessary to use all the cards.

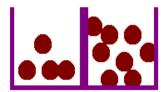


Last Biscuit

Age 11 to 16 ***

This is a game for two players.

You could start with 12 biscuits (or buttons, or pebbles, or...) and put four biscuits (or buttons, or pebbles, or...) into one jar and eight into the other jar (you just need to make two groups).



Each player can take biscuits in one of two ways:

- 1. By taking any number they like from just one jar or
- 2. By taking the same amount from both jars.

The winner is the person who takes the last biscuit/s.

Play the interactive version here

Think carefully! See if you can discover a winning strategy before your friends do.

Dicey Operations

Age 11 to 14 🖈

This game follows on from <u>Nice and Nasty</u>. You might like to try <u>Dicey Addition</u> before playing this game.

Again, there are several games to choose from.

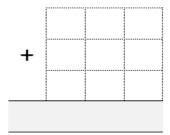
Find a partner and a 1-6 dice, or preferably a 0-9 dice if you have one. The interactivity in <u>Dice and Spinners</u> can be used to simulate throwing different dice.

Take turns to throw the dice and decide which of your cells to fill.

This can be done in two ways: either fill in each cell as you throw the dice, or collect all your numbers and then decide where to place them.

Game 1

Each of you draw an addition grid like this:



Throw the dice nine times each until all the cells are full.

Whoever has the sum closest to 1000 wins.

There are two possible scoring systems:

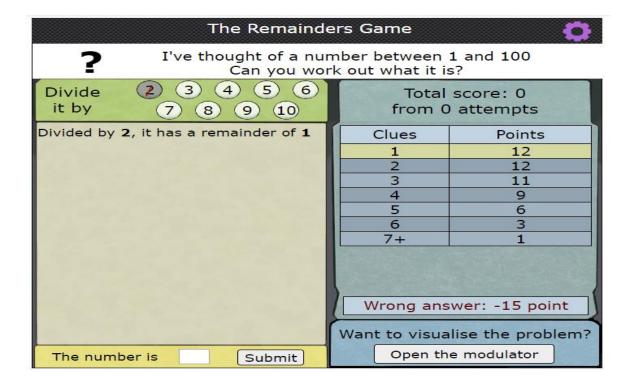
- A point for a win. The first person to reach 10 wins the game.
- Each player keeps a running total of their "penalty points", the difference between their result and 1000 after each round. First to 5000 loses.

You can vary the target to make it easier or more difficult.

The Remainders Game

Age 7 to 14 🖈

If you haven't already seen <u>Remainders</u>, it would be worth trying that task before playing this game.



The computer will think of a number between 1 and 100. Can you work out what it is?

Choose a divisor and the computer will give you some information about the number.

The fewer divisions you require, the more points you get:

If you identify the number correctly after

- 1 or 2 divisions you gain 12 points
- 3 divisions you gain 11 points
- 4 divisions you gain 9 points
- 5 divisions you gain 6 points
- 6 divisions you gain 3 points
- 7 or more divisions you gain 1 point

If you guess wrongly you lose 15 points, even if your guess satisfies all the criteria.

How soon can you reach 100 points?

Got It



Can you be the first to get to 23?

Got It is a game for two players. The first player chooses a whole number from 1 to 4. After that players take turns to add a whole number from 1 to 4 to the running total. The player who hits the target of 23 wins the game.

Have a go at playing the game as many times as you like. You could use the interactive below.

