



Here are some more ideas you can use with your class to celebrate The International Day of Maths on the 100 Year Centenary of QAMT:

Games to play with a blank 100 board

1. Players each mark 4 of the squares with a dot and pass their board to another player. On 'Go', each player has to write the number that belongs in the marked squares as fast as they can. The first player to write all four calls out 'Bingo'. All players stop and then check the numbers to confirm they are correct. If any of the numbers are incorrect, the player sits out for the rest of the round while the remaining players continue to mark their boards.

Variations:

- Any player who wins a round has to find one more number during the next round
- Instead of finding the number that belongs in the squares that are marked, players have to write the numbers of all squares that join with it.
- Change the 100 board e.g. What if the first square was 150 or 27?

2. Players each draw a shape on the board that has 12 squares inside it and pass their board to another player. On 'Go' each player has to write the numbers that belong inside that shape as fast as they can. The first player to write all twelve numbers calls out 'Bingo'. All players stop and then check the numbers to confirm they are correct. If any of the numbers are incorrect, the player sits out for the rest of the round while the remaining players continue to mark their boards.

Variations:

- Any player who wins a round has to fill in a shape with one more number during the next round.
- Students can make shapes with more squares included or more than one shape.
- Change the 100 board e.g. What if the first square was 150 or 27?

3. Missing addends. Players mark one of the squares with a dot and pass their board to another player. On 'Go' each player has to write the number that belongs in the square and then the number they would have to add to it to make a target number e.g. 100, 60 or 93.

Variations:

- Give students a target number that is off the board e.g. 140 or 215.
- Change the 100 board e.g. What if the first square was 150 or 27?

4. Players take turns to roll two ten-sided dice. They then choose a two-digit number made up using the numbers rolled and write it on the 100 board. The object of the game is to make a row of 4 numbers that is either horizontal, vertical or diagonal. Play continues until one player has made a row and the other players have checked that the numbers are correct.

Variations:

- Any player who wins a round has to make a row with one more number in it.
 - Change the 100 board e.g. What if the first square was 150 or 27?
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5. Players use one laminated board between them. Each player has a different coloured whiteboard marker and take turns writing a number in the appropriate place on the chart. The object is to connect four numbers vertically, horizontally or diagonally before your opponent.
Variations:
 - Any player who wins a round has to make a row with one more number in it.
 - Change the 100 board e.g. Write a number anywhere on the board that players have to refer to in order to place their number e.g. 237

 6. Find the array. Use spinners or dice, one ten-sided die and one blank one. Write appropriate numbers on the blank die or spinner (e.g., 2, 4, and 5). Players take turns to roll or spin 2 numbers and draw the outline of the array they would make if multiplied. Players then write the product over the array.
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