

Mathemagic!

Volume 1

Beaconsfield Upper Primary School

Make 10

Aim:
To have the most cards at the end of the game.

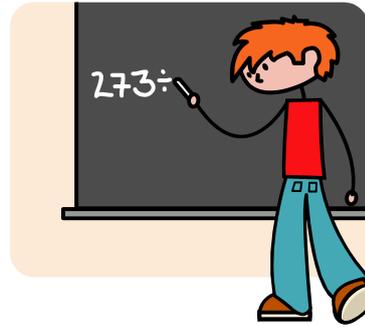
Instructions:
2-4 players
One player deals out ten cards in a row.

The first player then looks across the row of cards for a combination of cards (any number of cards is fine) that adds to make ten e.g. 6+4, 7+A+2,

Only one combination may be removed. The aim of the game is to collect as many cards as possible, so combinations that require more cards are favoured.

Once a combination of cards has been removed the cards are replaced by the dealer with new ones from the pack.

Play continues until there are no more cards or until players can no longer make up combinations that add to ten. Players then count their cards to determine the winner.



Special points of interest:
666 is a palindrome

666 the sum of the first 36 natural numbers.
 $1 + 2 + 3 + 4 + 5 + 6 + 7 + 8 + 9 + 10 + 11 + 12 + 13 + 14 + 15 + 16 + 17 + 18 + 19 + 20 + 21 + 22 + 23 + 24 + 25 + 26 + 27 + 28 + 29 + 30 + 31 + 32 + 33 + 34 + 35 + 36 = 666$

666 the sum of the squares of the first seven prime numbers.
 $2^2 + 3^2 + 5^2 + 7^2 + 11^2 + 13^2 + 17^2 = 666$

More importantly, 666 is 29A in hex and 1010011010 in binary.

There are 6 sixes in 666^6 (87,266,061,345,623,616)

And let's not forget June 6, 2006 a.k.a. 06/06/06

Lastly, hexakosioi-hexekontahexaphobia is the term for people who fear the number 666.

Shipwreck

Playing Pieces: three spotted dice, each numbered 1 to 6.

Object: To be the first player to reach 100 points or any chosen target number.

To Start: Each player rolls one die. High roll goes first and play moves to the left.

On Each Turn: Player 1 rolls all three of the dice and add the total of the faces of the dice. If one dice is a one, then you're shipwrecked - run aground and get no points for that roll. If two ones are rolled in a turn then you're shipwrecked with loss of property - lose all your points so far. If three ones are rolled then you're shipwrecked with casualties - out of the game. Each player only gets one roll at a time. Play continues to the left.

Website:

https://www.education.vic.gov.au/Documents/school/teachers/teachingresources/discipline/english/literacy/LiteracyandNumeracyTipstoHelpYourChild_Final.pdf

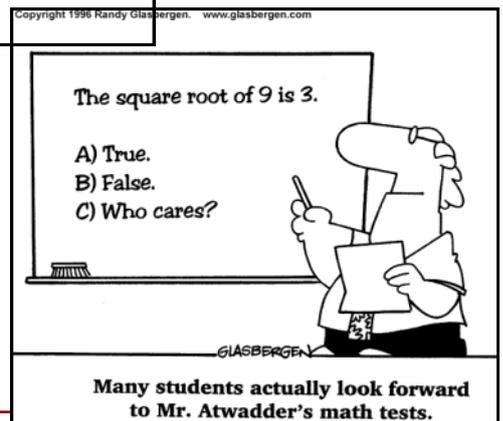
Useful equipment for Maths at home:

Counters / cubes / small objects which do not roll (in at least 2 different colours)

Dice – make your own or buy them from a toy shop (they are available with 6, 8, 10, 12 and 20 faces and a variety of numbers)

A simple calculator or scientific calculator for older children

Digit cards (0 to 9) – it is easy to make your own!



Many students actually look forward to Mr. Atwadder's math tests.

CRISS CROSS THREE ADDITION 1

Equipment:

Red and blue counters (or similar), calculator

How to play:

A game for two players.

Player 1 chooses two numbers from the list below.

Add the two numbers on the calculator. If the answer is on the grid place a red counter on that square.

Player 2 chooses two numbers from the list below and adds them on the calculator. If the answer is on the grid place a blue counter on that square.

Once a number has been covered it can not be covered again.

The winner is the first person to put three counters in a row, across, down or diagonally.

13	10	9
12	17	15
16	14	11

7	3	5	8	6	9	4
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