

Making Math More Fun

Math Board Games

For School or Home Education

by Teresa Evans

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Math Board Games

Games

1. Shape Race - A game to revise shapes
2. Race to the Flag - Compare numbers to 100, 1000 or 10,000
3. Lightning Race - Revise addition and subtraction
4. Pairs - Practice addition to 14
5. Pairs 100 - Practice addition to 100
6. Spot the Difference Game 1 - Practice subtraction to 10
7. Spot the Difference Game 2 - Practice subtraction to 20
8. Star Struck - Addition - Practice addition to 10
8. Star Struck - Subtraction - Practice subtraction to 100
8. Star Struck - Division - Practice division
9. Odd and Even Tag - Revises odd and even numbers
10. Build A Pyramid Red Game - Practice place value to 100
11. Build A Pyramid Yellow Game - Practice place value to 1000
12. Forty-Five - Practice at adding to 45
13. Smiley - A counting strategy game
14. Division Dice - Practice dividing by 1-6
15. Remainders - Practice division with remainders
16. Multiples - Develops multiplication and division skills
17. Stars and Moons Multiples - Revises multiples
18. Line of Three - Revises basic math facts
19. Rows and Columns - Game of strategy
20. Covers Additions - Practice addition facts

[21. Covers Subtraction](#) - Practice subtraction facts

[22. Covers Multiplication](#) - Practice multiplication facts

[23. Covers Division](#) - Practice division facts

[24. Covers Fractions](#) - Practice calculating fractions

[25. Covers Percentages](#) - Practice calculating percentages

[26. Make your own Covers Game](#) - Black Line Masters

Preparing the Board Games

Board Games can be printed and played in the size provided or printed and enlarged on a photocopier.

Board Games can be printed onto card or printed onto card and then laminated to make them more durable.

Use plastic markers, buttons or glass beads to play.

Some games require dice to play.

1. Shape Race

Read and compare numbers

5+ years

2-4 players

Need

- Markers
- Dice
- Board Game

Shape Race

2 Players

Need – different colored markers, dice

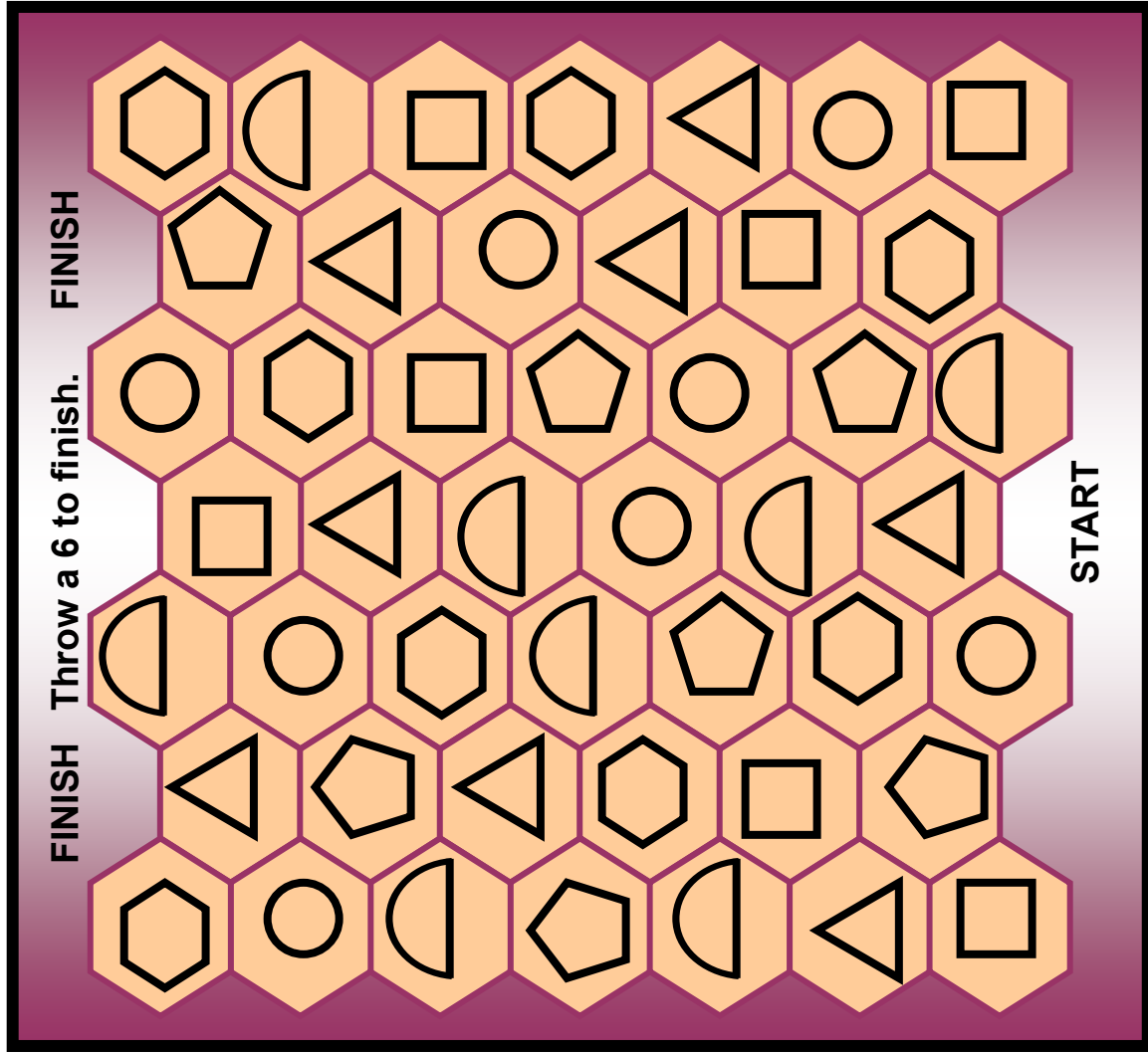
Players each put a marker on the bottom (Start) of the board.

Players take turns to throw the dice. The player then moves one space onto a shape with the number of sides shown on the dice.

For Example - If 1 is thrown a player can only move onto a circle space. A player can only move from one space to an adjoining space in a turn.

If a player can't move he can stay on the same space. If a player doesn't want to move backwards he doesn't have to move.

The winner is the first player to reach the top (Finish) of the board.



2. Race to the Flag

Revise addition and subtraction

6+ years

2-4 players

Need

- Markers
- Race to the Flag Game Board
- Cards for Race to the Flag – numbers to 100
- or Cards for Race to the Flag – numbers to 1000
- or Cards for Race to the Flag – numbers to 10,000

Cards for 'Race To the Flag – Numbers to 100'
Print and cut out cards below to play.

13	65	45	67	24
88	83	78	89	36
54	27	96	50	78
39	37	12	20	31
70	18	19	44	15

Cards for 'Race To the Flag – Numbers to 1000'
Print and cut out cards below to play.

113	605	450	467	254
880	835	478	899	136
549	927	986	570	780
393	307	122	209	311
705	18	819	414	815

Cards for 'Race To the Flag – Numbers to 10,000'
Print and cut out cards below to play.

1313	6095	4519	6217	2234
8808	8380	7018	2892	1396
5405	2271	9566	5045	9878
3090	4037	1982	5620	3014
7014	2108	1956	4034	3150

RACE TO THE FLAG

2-4 players

Spread out the number cards face down beside the Game Board.

Each player chooses a vehicle and puts a marker on it.

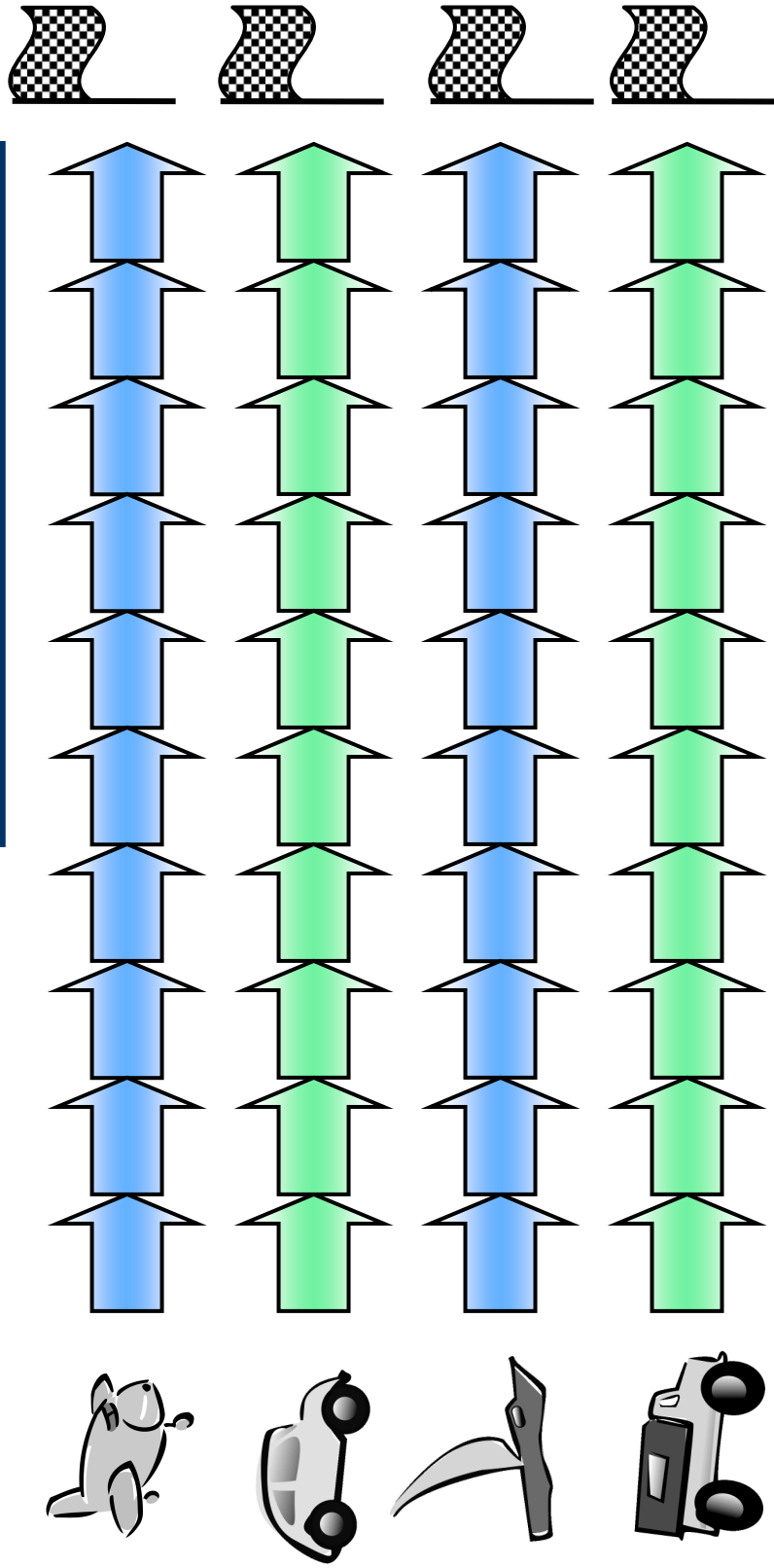
Each player turns over a number card and says the

number. Decide who has the largest number. The player

with the largest number moves their counter to the next

arrow. Return the cards and mix them up.

Repeat until the winner reaches the checkered flag.



3. Lightning Race

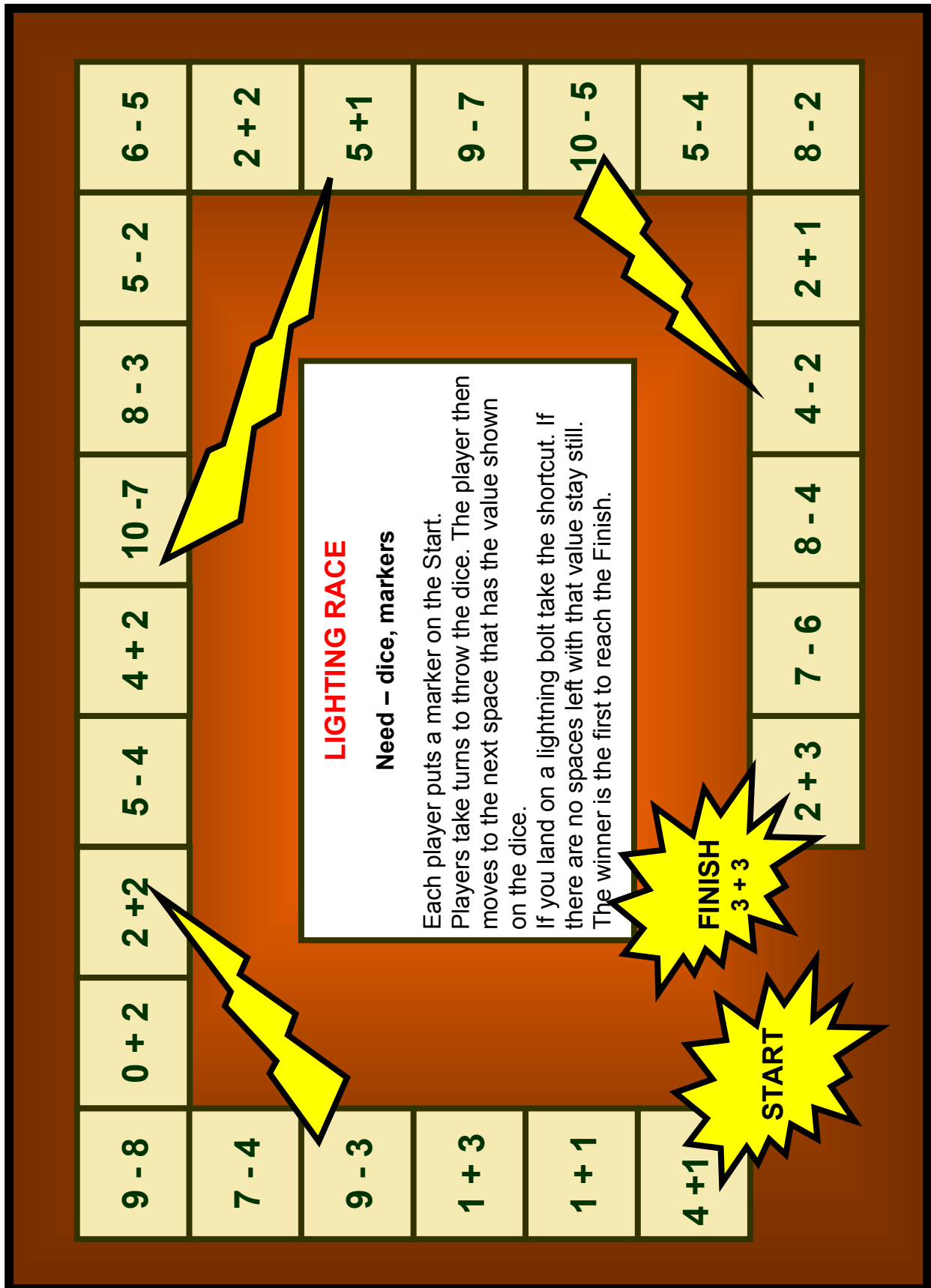
Revise addition and subtraction

6+ years

2-4 players

Need

- Dice
- Markers
- Board Game from the following page



4. Pairs

Practice addition to 14

6+ years

2-4 players

Need

- **Markers**
- **Board Game from the following page**

Pairs

PAIRS

a game for 2 players
Need – set of markers

Decide upon the number total for the game to be played.
Choose 10, 11, 12, 13 or 14.

Players take turns to cover a pair of numbers that add to the total for the game.

The pair must be in squares that are joined by a side, not joined by corners.

Once a number has been covered, it cannot be covered again.

The last player who is able to cover a pair is the winner for that round.

6	1	9	4	7	3
4	9	2	9	5	6
5	5	7	5	5	6
6	8	4	8	2	9
7	7	6	1	9	5
6	5	6	8	3	7

5. Pairs 100

Practice addition to 100

7+ years

2-4 players

Need

- Markers
- Board Game from the following page

Pairs 100

Pairs

a game for 2 players
Need – set of markers

Decide upon the number total for the game to be played.

Choose **60,70,80,90 or 100.**

Players take turns to cover a pair of numbers that add to the total for the game.

The pair of numbers must be in squares that are joined by a side, not joined by corners.

Once a number has been covered, it cannot be covered again.

The last player who is able to cover a pair is the winner for that game.

36	44	56	14	48	32
15	45	35	78	22	58
73	17	25	12	68	12
27	83	29	48	31	53
41	19	71	61	29	17
59	46	24	39	37	43

6. Spot the Difference

Game 1

Practice subtraction to 10

6+ years

2 players

Need

- Markers
- Board Game from the following page

Spot the Difference

Game 1

2 players

Need – markers, dice

Players take turns to roll the dice.

When a player rolls the dice, the player then covers 2 adjoining numbers that have a difference of the number shown on the board. For example, if a player rolls 3, the player could then cover 4 and 1 in the top row. Once a number is covered, it remains covered.

Remember the numbers covered must be beside each other or one under the other.

A player wins when the other player is unable to cover 2 numbers on their turn.

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

7. Spot the Difference Game 2

Practice subtraction to 20

7+ years

2 players

Need

- Markers
- Board Game from the following page

Spot the Difference

Game 2

2 players

Need – colored markers, dice

Players take turns to roll the dice.

When a player rolls the dice, the player then covers 2 adjoining numbers that have a difference of the number shown on the board. For example, if a player rolls 5, the player could then cover 19 and 14 in the top row. Once a number is covered, it remains covered.

Remember the numbers covered must be beside each other or one under the other.

A player wins when the other player is unable to cover 2 numbers on their turn.

18	16	19	14	13	11	16
15	18	20	16	10	15	12
19	17	14	12	18	15	16
13	15	18	15	14	20	17
15	18	14	10	16	18	20
12	13	19	13	12	14	19
13	17	14	11	16	15	20

8. Star Struck

Practice addition to 10, subtraction to 100 or division.

5+ years

2- 4 players

Need

- **Markers**
- **Star Struck Game Board**
- **Cards for Star Struck – Addition**
- **or Star Struck – Subtraction**
- **or Star Struck - Division**

Cards for 'Star Struck – Addition'
Print and cut out cards below to play.

$2+4$	$1+1$	$3+6$
$0+5$	$4+5$	$6+1$
$6+4$	$3+3$	$6+2$
$2+2$	$2+5$	$4+1$
$1+3$	$4+0$	$7+3$
$4+4$	$3+5$	$3+0$
$2+1$	$5+5$	$2+7$
$4+2$	$2+3$	$8+2$

Cards for 'Star Struck – Subtraction'
Print and cut out cards below to play.

55-48	76-72	34-32
74-68	51-49	47-46
98-97	21-17	65-60
77-70	55-45	88-83
67-61	33-27	42-36
50-47	90-85	40-39
61-55	27-23	62-57
48-46	67-66	44-40

Cards for 'Star Struck – Division'
Print and cut out cards below to play.

$12 \div 2$	$12 \div 6$	$12 \div 4$
$14 \div 2$	$15 \div 3$	$16 \div 4$
$18 \div 9$	$20 \div 10$	$20 \div 5$
$24 \div 6$	$24 \div 8$	$27 \div 9$
$30 \div 10$	$32 \div 4$	$36 \div 6$
$36 \div 9$	$40 \div 10$	$42 \div 6$
$45 \div 9$	$48 \div 8$	$49 \div 7$
$54 \div 6$	$56 \div 8$	$63 \div 9$

9. Odd and Even Tag

Practice at recognizing odd and even numbers

7+ years

2 players

Need

- **Dice**
- **Markers**
- **Board Game from the following page**

Odd and Even Tag

a game for 2 players

Need – 2 different colored markers, dice

One player is odd, the other is even.

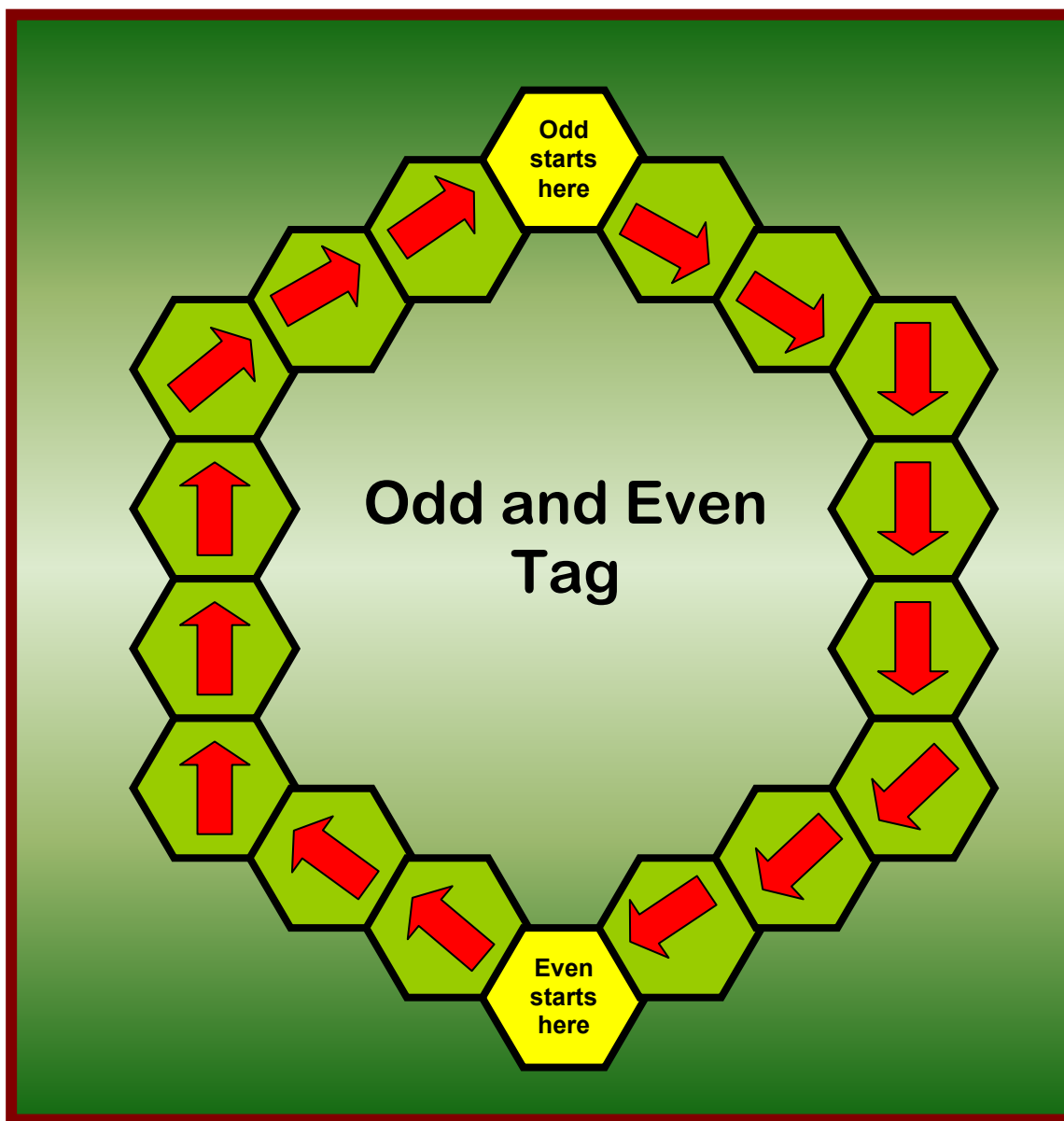
Players put a marker on the odd or even space.

Players take turns to throw the dice.

If the number is an odd number the odd player moves forward that number of spaces.

If the number is an even number the even player moves forward that number of spaces.

The winner is the first person to catch up to or overtake their opponent.



10. Build A Pyramid Red Game

Practice place value to 100

7+ years

2-4 players

Need

- **Build a Pyramid Red Game Cards**
- **Build A Pyramid Red Game Boards**

Cards for 'Build A Pyramid Red Game – Numbers to 100'

Print and cut out cards below to play.

3 tens and 5 ones	6 tens and 7 ones	8 tens	8 tens and 3 ones
1 ten and 9 ones	4 tens and 9 ones	7 tens and 3 ones	8 tens and 9 ones
6 tens and 3 ones	5 tens and 1 one	3 tens and 5 ones	1 ten and 7 ones
5 tens and 6 ones	9 tens	7 tens and 8 ones	3 tens and 6 ones
4 tens and 7 ones	1 ten and 3 ones	8 tens and 7 ones	7 tens and 4 ones
3 tens and 7 ones	4 tens	2 tens and 6 ones	1 ten and 8 ones

Build
A
Pyramid
Red Game

2 - 4 players

Each player takes a Build A Pyramid card. Spread out the small cards facing down.

Take turns to pick up a card.

If the value of the card matches your number, cover your number with the card.

First person to cover all of their numbers is the winner.

35

67

80

83

19

49

Build
A
Pyramid
Red Game

2 - 4 players

Each player takes a Build A Pyramid card. Spread out the small cards facing down.

Take turns to pick up a card.

If the value of the card matches your number, cover your number with the card.

First person to cover all of their numbers is the winner.

56

90

78

47

13

Build
A
Pyramid
Red Game

2 - 4 players

Each player takes a Build A Pyramid card. Spread out the small cards facing down.

Take turns to pick up a card.

If the value of the card matches your number, cover your number with the card.

First person to cover all of their numbers is the winner.

73

89

63

51

35

17

Build
A
Pyramid
Red Game

2 - 4 players

Each player takes a Build A Pyramid card. Spread out the small cards facing down.

Take turns to pick up a card.

If the value of the card matches your number, cover your number with the card.

First person to cover all of their numbers is the winner.

87

74

37

40

26

18

11. Build A Pyramid Yellow Game

Practice place value to 1000

7+ years

2-4 players

Need

- **Build a Pyramid Yellow Game Cards**
- **Build A Pyramid Yellow Game Boards**

Cards for 'Build A Pyramid Yellow Game – Numbers to 1000'

Print and cut out cards below to play.

9 hundreds, 8 tens and 5 ones	6 hundreds, 9 tens and 8 ones	8 hundreds and 5 ones	2 hundreds, 8 tens and 3 ones
1 hundred, 9 tens and 9 ones	2 hundreds and 9 tens	3 hundreds, 6 tens and 4 ones	9 hundreds, 7 tens and 7 ones
7 hundreds, 1 ten and 8 ones	7 hundreds and 6 ones	4 hundreds and 7 tens	5 hundreds, 1 ten and 3 ones
4 hundreds, 3 tens and 6 ones	8 hundreds and 9 ones	4 hundreds, 6 tens and 3 ones	5 hundreds, 1 ten and 1 ones
3 hundreds and 5 tens	7 hundreds, 1 ten and 7 ones	8 hundreds, 6 tens and 7 ones	6 hundreds, 4 tens and 3 ones
3 hundreds and 7 ones	8 hundreds and 4 tens	2 hundreds, 1 tens and 6 ones	9 hundreds, 2 tens and 8 ones

Build
A
Pyramid
Yellow Game

2 - 4 players

Each player takes a Build A Pyramid card. Spread out the small cards facing down.

Take turns to pick up a card.

If the value of the card matches your number, cover your number with the card.

First person to cover all of their numbers is the winner.

985

698

805

283

199

290

Build
A
Pyramid
Yellow Game

2 - 4 players

Each player takes a Build A Pyramid card. Spread out the small cards facing down.

Take turns to pick up a card.

If the value of the card matches your number, cover your number with the card.

First person to cover all of their numbers is the winner.

364

977

718

706

470

513

Build
A
Pyramid
Yellow Game

2 - 4 players

Each player takes a Build A Pyramid card. Spread out the small cards facing down.

Take turns to pick up a card.

If the value of the card matches your number, cover your number with the card.

First person to cover all of their numbers is the winner.

436

809

463

511

350

717

Build
A
Pyramid
Yellow Game

2 - 4 players

Each player takes a Build A Pyramid card. Spread out the small cards facing down.

Take turns to pick up a card.

If the value of the card matches your number, cover your number with the card.

First person to cover all of their numbers is the winner.

867

643

307

840

216

928

12. Forty-Five

Practice at adding to 45

7+ years

2-4 players

Need

- **Dice**
- **Markers**
- **Board Game from the following page**

Forty - Five

2-4 players

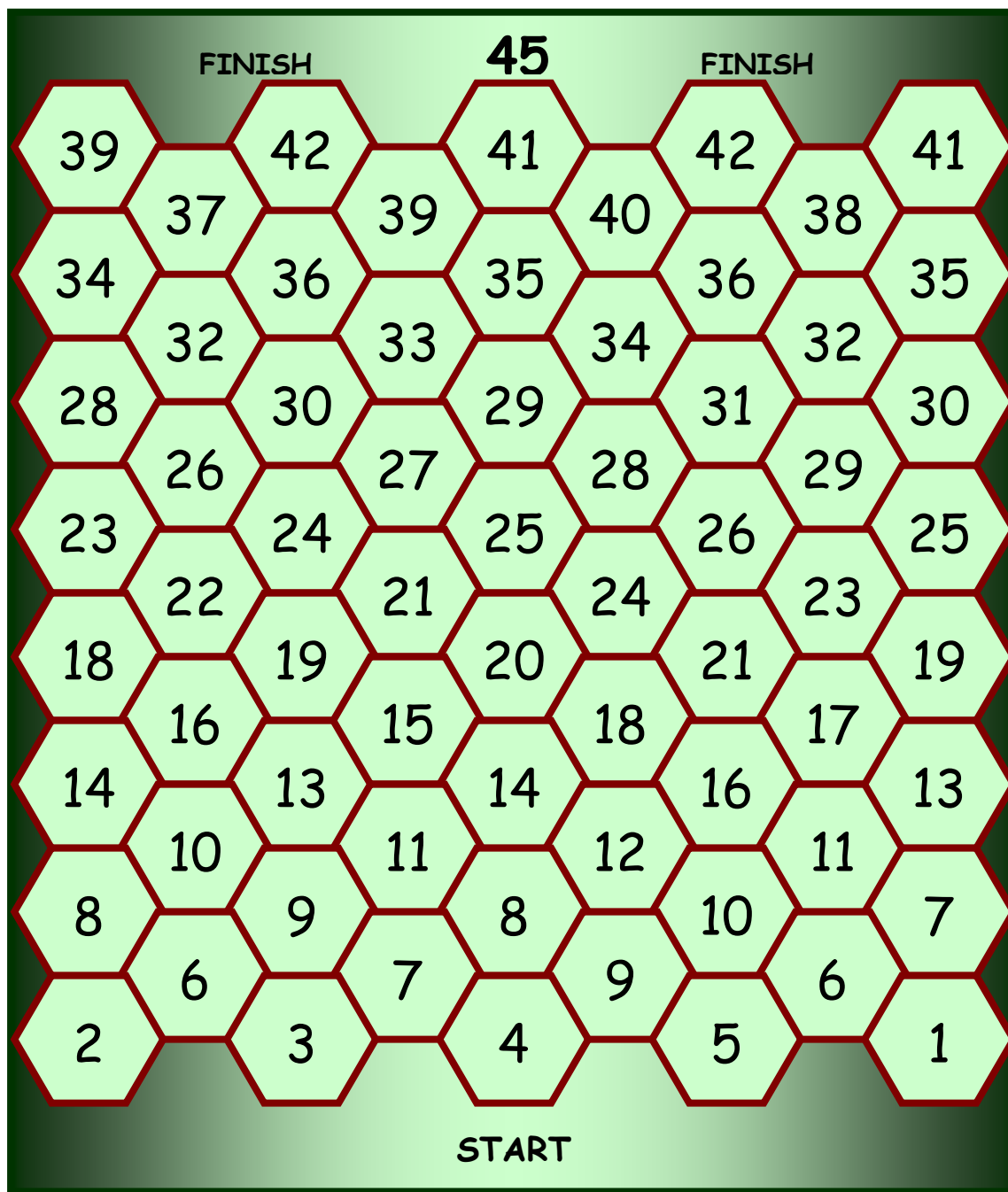
Need – a dice, markers

Each player puts a marker on the start. Players take turns to throw the dice.

The player then moves onto the board to a space that has the number shown on the dice.

Players then take turns to throw the dice and add the number shown to the number under their marker. A player then moves up to this space if this total is in a space adjoining the space he is on, e.g. A player on 5 who throws 2 ($5+2=7$) can't move as no 7 adjoins the 5 space. A player on 5 who throws 4 ($5+4=9$) can move to the 9 space.

The first player to reach the top - 45 - is the winner.



13. Smiley

A counting strategy game

7+ years

2 players

Need

- Markers
- Board Game from the following page

Smiley

a game for 2 players

Need - 1 marker

First player starts on 1 and moves the marker forward 1, 2, 3, 4 or 5 spaces.

Next player moves the marker forwards 1 to 5 spaces.

Players continue to take turns to move the marker forwards 1 to 5 spaces.

Each player that lands on a Smiley scores 1 point.

The winner is the player who has the most points when the marker reaches 100.

	99	98		96	95	94		92	91
81	82	83	84	85		87	88	89	90
80	79	78	77	76	75	74	73	72	
61		63	64	65	66	67	68	69	70
60	59	58	57	56		54	53	52	51
41	42	43		45	46	47	48	49	50
40		38	37	36	35	34	33	32	31
21	22	23	24	25	26	27	28	29	
20	19	18	17	16	15	14		12	11
1	2	3	4	5	6	7	8	9	10

Start

14. Division Dice

Practice dividing by 1-6

8+ years

2-4 players

Need

- Dice
- Markers
- Board Game from the following page

Division Dice

2-4 players

Need – a dice, markers

Each player puts a marker on the start.

The first player throws the dice and divides the number on the start by the number on the dice.

If the number on the dice goes evenly into the number on the start, the player moves forward

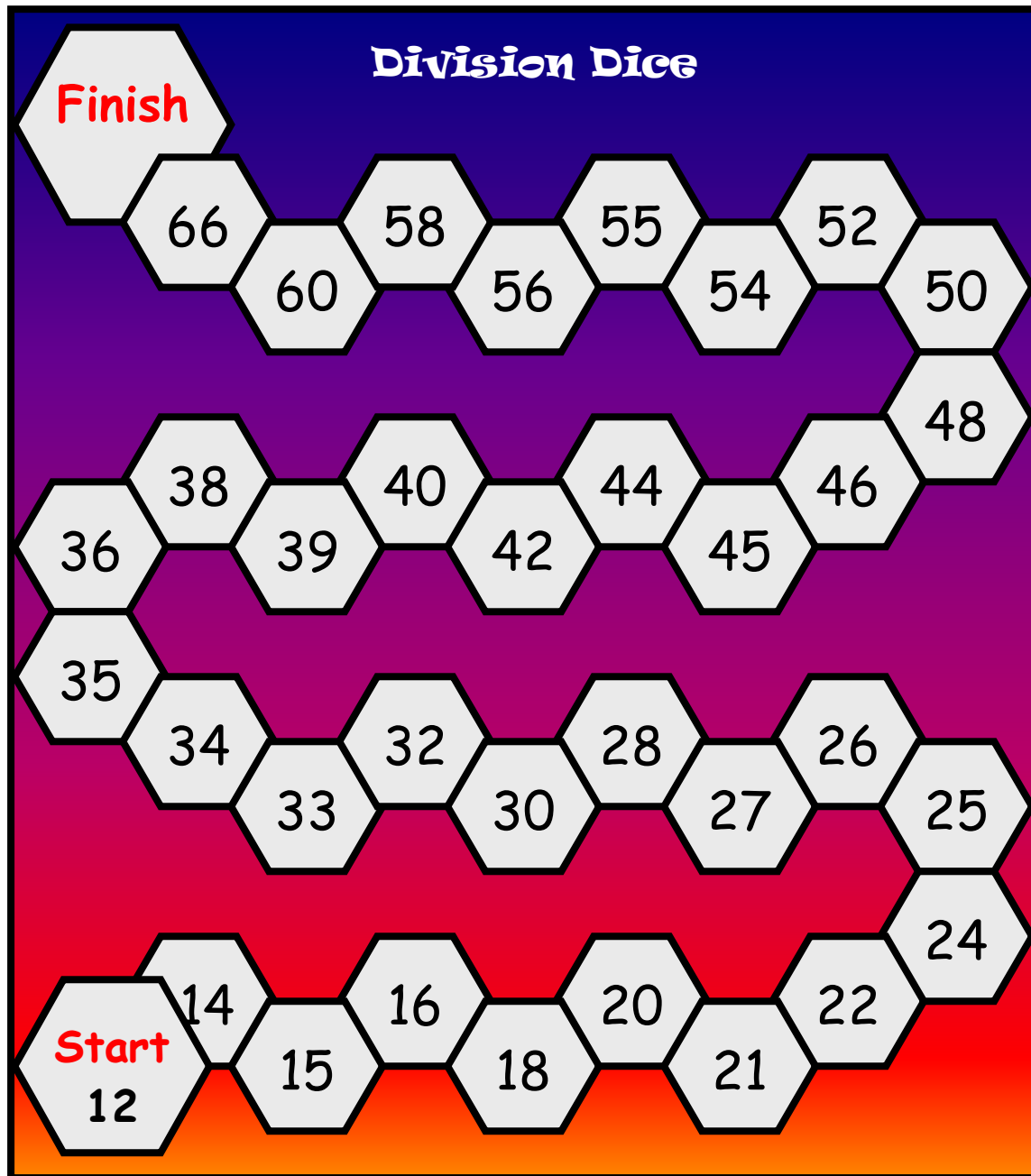
the number of spaces on the dice. If it doesn't divide evenly, the player stays on the start.

Play continues with players taking turns to throw the dice and divide the number they are on by the number on the dice. The player moves forward the number of places on the dice if this divides evenly.

e.g. If a player is on 24 and he throws a 6, he moves forward 6 spaces because 6 divides

evenly into 24. If a player is on 24 and he throws a 5 the player stays on 24 because 5 doesn't

divide evenly into 24. The winner is the first player to reach the finish.



15. Remainders

Practice division with remainders

8+ years

2-4 players

Need

- **Dice**
- **Markers**
- **Board Game from the following page**

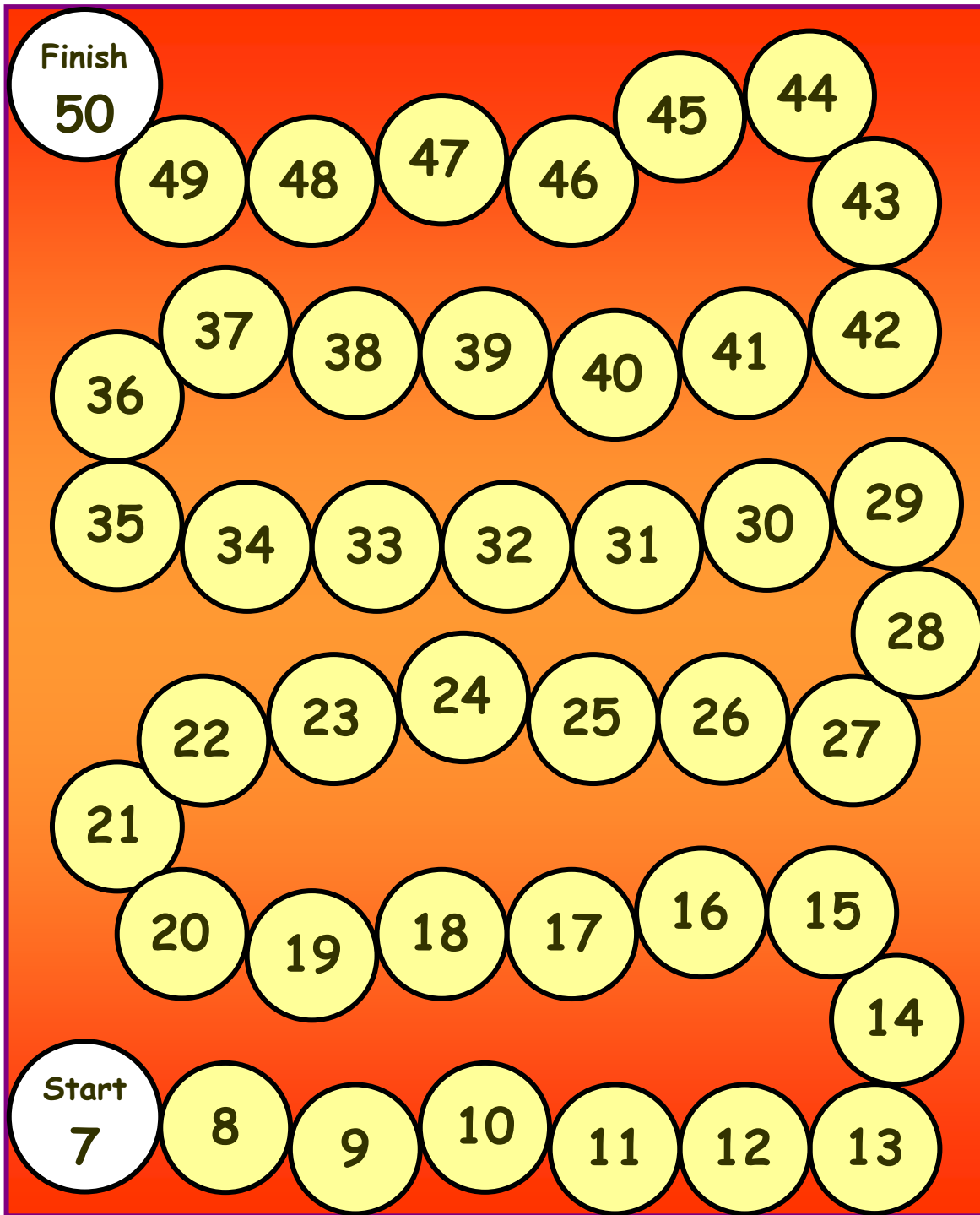
Remainders

a game for 2-4 players

Need – markers, dice

Each player puts a marker on 7 to start. Players take turns to throw the dice and divide 7 by the number on the dice. The remainder when 7 is divided by the number on the dice is the number of spaces that the player moves. If the number divides evenly the player stays on that space.

Players take turns dividing the number they are on by the number on the dice and move forward by the number of the remainder. First player to reach 50 wins.



16. Multiples

**Develops multiplication and
division skills**

8+ years

2-4 players

Need

- **Dice**
- **Markers**
- **Board Game from the following
page**

Multiples

2-4 players

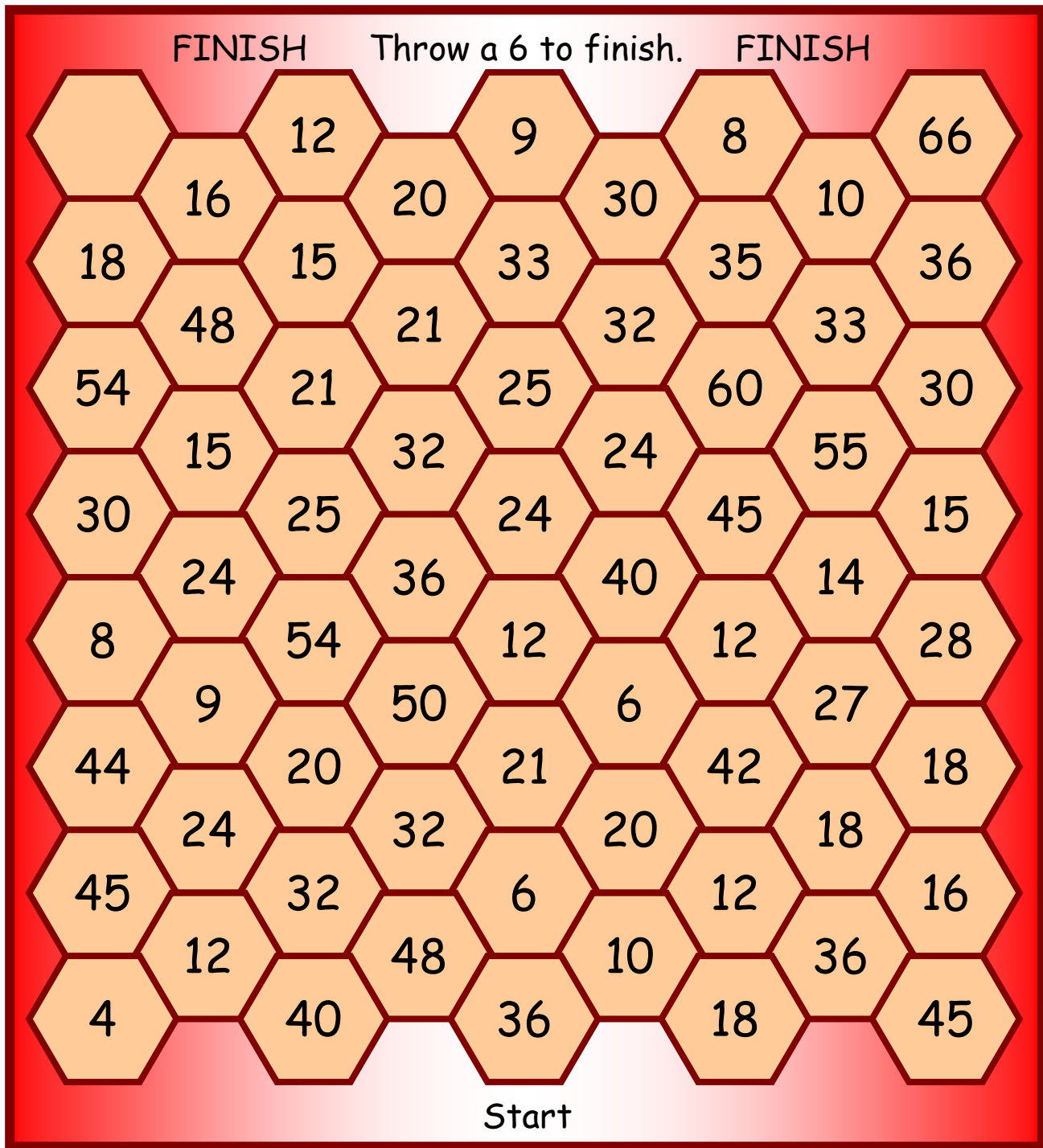
Need – a dice, markers

Each player puts a marker on the start.

Players take turns to throw the dice. The player then moves up the board to a space that is a multiple of the number shown on the dice.

For each turn a player can move one space to an adjoining shape but only to a number that is a multiple of the number thrown on the dice.

The first player to reach the top is the winner.



17. Stars and Moons

Multiples

Revises multiples

8+ years

2-4 players

Need

- Dice
- Markers
- Board Game from the following page

Stars and Moons Multiples

a game for 2-4 players

Need - a marker for each player and a dice

Players start on 1 and throw the dice. A player then moves forward to the next multiple of the number on the dice, e.g. if 4 is thrown a player moves to 4. If a player is on 7 and throws a 3 she moves to 9.

When players land on the bottom of a star, they move up the star to the number above.

When players land on the top of a moon, they move down the moon to the number below.

The first player to reach or pass 100 is the winner. Two players can be on the same number at the same time.

REMEMBER - MOVE UP THE STARS AND DOWN THE MOONS.

100	99	98	97	96	95	94	93	92	91
81	82	83	84	85	86	87	88	89	90
80	79	78	77	76	75	74	73	72	71
61	62	63	64	65	66	67	68	69	70
60	59	58	57	56	55	54	53	52	51
41	42	43	44	45	46	47	48	49	50
40	39	38	37	36	35	34	33	32	31
21	22	23	24	25	26	27	28	29	30
20	19	18	17	16	15	14	13	12	11
1	2	3	4	5	6	7	8	9	10

18. Line of Three

Revises basic math facts

7+ years

2-4 players

Need

- Dice
- Markers
- Board Game from the following page

Line of Three

a game for 2-4 players

Need – different colored markers for each player, 2 dice

Players take turns to throw the dice; add the numbers shown together then cover a square with a value that is the same as the total of the 2 dice.

The first player to cover a line of three squares in a row is the winner. The row can be vertical, horizontal or diagonal.

Only one marker is allowed on a square. If no squares with the correct value are uncovered on a player's turn, the player doesn't place a marker for that turn.

24÷4	1 x 7	5 + 7	11- 9	30÷5	3 x 2	28÷4
3 x 3	7 + 4	21÷7	5 x 2	5 + 3	30÷6	8 + 4
2 X 1	12-5	36÷4	27÷3	2 x 2	3 + 2	15-8
5 + 2	15-3	7 + 3	2 + 0	6 + 3	13-2	14÷2
16-6	5 x 1	32÷4	32÷4	13-7	12-9	35÷7
3 x 1	22÷2	9 - 5	17-8	18÷9	2 x 6	3 + 1
4 + 2	16-8	50÷5	8 - 3	6 + 5	2 + 1	2 x 4

19. Rows and Columns

A game of strategy

7+ years

2-4 players

Need

- Markers
- Board Game from the following page

Rows and Columns

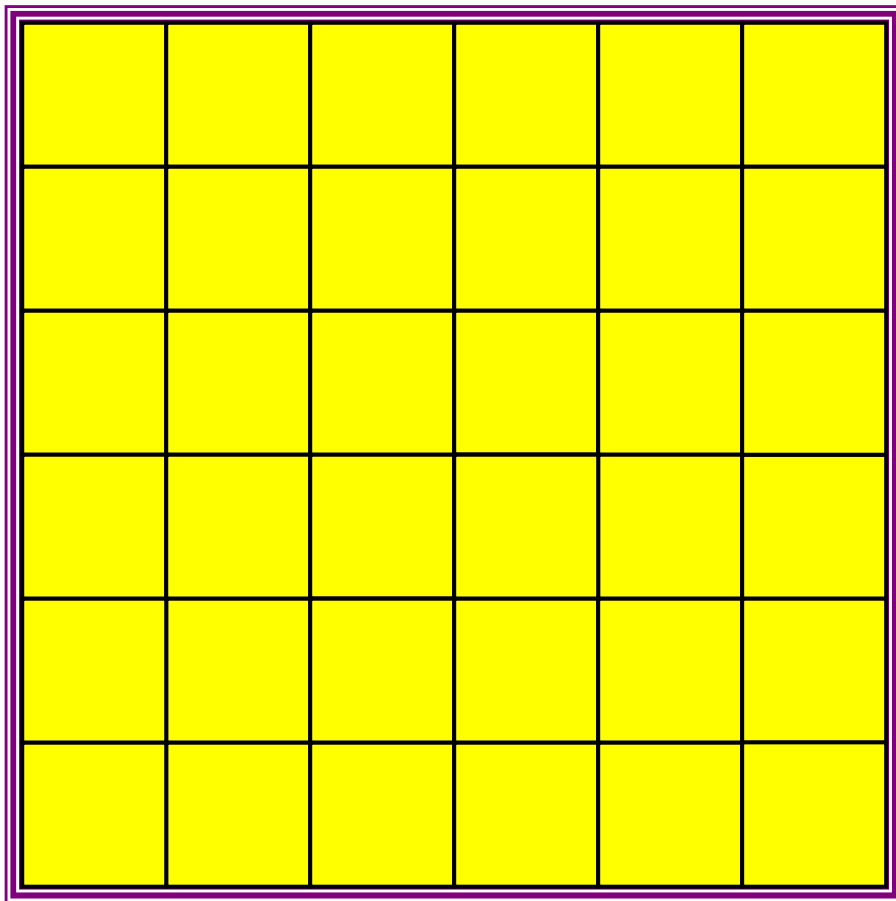
2 Players

Need – set of markers

Players take turns at placing a marker on the board.
Players must avoid being the one to place the third marker in a row or column.
The player who places the third marker in any row or column is the loser.
The markers do not have to be beside each other.

		o		o	
	o				
			o		
o					
		o			o
o				o	

A marker placed here would lose the game as this would make 3 in the column.



20. Covers Addition

Revises basic addition facts

6+ years

2-4 players

Need

- **Cards from the following page**
- **Board Game from the page after**

Cards for 'Covers – Addition' (Game board is on next page.)

Print and cut out cards below to play
'Covers – Addition'.

6	13	12	8	14	13
14	9	12	11	16	10
10	10	17	8	11	15
16	12	8	8	11	9
10	7	12	14	15	4
18	10	13	11	9	9

Covers Addition

A game for 2-4
players

Need -
Covers Addition
game board and
cards

Turn cards upside down
beside the game board.
Each player selects 5
cards. First player uses
one of his cards to cover
a number fact. (It must
be covered with the
correct answer.)

Next player puts down a
card but it must join the
first card by a side or a
corner. If the player
cannot lay down a card
the player must pick up a
card instead.

Play continues with
players joining to a card
on the board or picking
up.

First player to lay down
all of his cards is the
winner.

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

21. Covers Subtraction

Revises basic subtraction facts

6+ years

2-4 players

Need

- **Cards from the following page**
- **Board Game from the page after**

Cards for 'Covers – Subtraction' (Game board is on next page.)

Print and cut out cards below to play
'Covers – Subtraction'.

$\underline{6}$	7	5	2	3	4
3	4	1	5	5	8
5	3	3	8	2	1
$\underline{6}$	1	7	4	5	2
$\underline{6}$	$\underline{9}$	1	7	3	6
2	2	4	3	4	2

Covers Subtraction

A game for 2-4
players

Need -
'Covers'

Subtraction' game
board and cards

Turn cards upside down beside the game board. Each player selects 5 cards. First player uses one of his cards to cover a number fact. (It must be covered with the correct answer.)

Next player puts down a card but it must join the first card by a side or a corner. If the player cannot lay down a card the player must pick up a card instead.

Play continues with players joining to a card on the board or picking up.

First player to lay down all of his cards is the winner.

11 - 9	13 - 7	12 - 6	14 - 9	9 - 6	14 - 8
7 - 5	18 - 9	8 - 7	11 - 8	11 - 7	16 - 9
10 - 6	7 - 6	15 - 8	7 - 4	10 - 9	10 - 5
12 - 9	14 - 7	9 - 5	17 - 9	11 - 6	10 - 8
12 - 8	8 - 5	13 - 8	8 - 6	12 - 7	10 - 7
8 - 6	15 - 9	9 - 7	9 - 8	16 - 8	13 - 9

22. Covers Multiplication

Revises basic multiplication
facts

7+ years

2-4 players

Need

- Cards from the following page
- Board Game from the page after

Cards for 'Covers – Multiplication' (Game board is on next page.)

Print and cut out cards below to play
'Covers – Multiplication'.

45	15	72	21	9	40
64	30	24	12	27	12
18	18	8	16	10	42
48	28	54	16	56	25
63	20	35	24	36	12
14	49	32	81	9	36

Covers Multiplication

A game for 2-4
players

Need -
'Covers'
Multiplication'
game board and
cards

Turn cards upside down
beside the game board.
Each player selects 5
cards. First player uses
one of his cards to cover
a number fact. (It must
be covered with the
correct answer.)

Next player puts down a
card but it must join the
first card by a side or a
corner. If the player
cannot lay down a card
the player must pick up a
card instead.

Play continues with
players joining to a card
on the board or picking
up.

First player to lay down
all of his cards is the
winner.

2 x 7	9 x 7	6 x 8	3 x 6	8 x 8	5 x 9
7 x 7	4 x 5	7 x 4	9 x 2	5 x 6	5 x 3
4 x 8	7 x 5	9 x 6	4 x 2	3 x 8	8 x 9
9 x 9	4 x 6	4 x 4	8 x 2	3 x 4	3 x 7
3 x 3	4 x 9	8 x 7	2 x 5	9 x 3	9 x 1
6 x 6	3 x 4	5 x 5	6 x 7	6 x 2	8 x 5

23. Covers Division

Revises basic division facts

8+ years

2-4 players

Need

- **Cards from the following page**
- **Board Game from the page after**

Cards for 'Covers – Division'
(Game board is on next page.)

Print and cut out cards below to play
'Covers – Division'.

4	3	4	$\overline{6}$	3	8
$\overline{6}$	4	$\overline{9}$	3	5	3
7	$\overline{6}$	5	1	$\overline{6}$	$\overline{6}$
2	4	$\overline{6}$	5	$\overline{9}$	5
$\overline{9}$	5	2	7	2	7
$\overline{9}$	$\overline{9}$	4	2	$\overline{6}$	$\overline{9}$

Covers Division

A game for 2-4
players

Need -
'Covers Division'
game board and
cards

Turn cards upside down beside the game board. Each player selects 5 cards. First player uses one of his cards to cover a number fact. (It must be covered with the correct answer.)

Next player puts down a card but it must join the first card by a side or a corner. If the player cannot lay down a card the player must pick up a card instead.

Play continues with players joining to a card on the board or picking up.

First player to lay down all of his cards is the winner.

72÷8	81 ÷ 9	10÷5	49÷7	30÷5	12÷3
90÷10	15÷3	36÷9	24÷4	32÷8	27÷9
20÷5	16÷8	36÷6	40÷8	63÷7	16÷4
14÷7	21÷3	25÷5	7÷7	9÷3	42÷7
48÷8	18÷9	9÷1	54÷9	35÷7	24÷8
54÷6	56÷8	45÷9	24÷4	18÷6	64÷8

24. Covers - Fractions

Revises basic fraction facts

9+ years

2-4 players

Need

- **Cards from the following page**
- **Board Game from the page after**

Cards for 'Covers – Fractions' (Game board is on next page.)

Print and cut out cards below to play
'Covers – Fractions'.

15	8	$6\frac{1}{2}$	25	14	8
16	14	12	$6\frac{1}{2}$	3	24
30	10	28	$9\frac{1}{2}$	35	15
$9\frac{1}{2}$	20	12	16	20	18
7	4	21	24	8	13
8	3	12	24	3	12

Covers Fractions

a game for 2-4 players

Need -
Covers Fractions
game board and
cards

Turn cards upside down beside the game board. Each player selects 5 cards. First player uses one of his cards to cover a space. (It must be covered with the correct answer.)

Next player puts down a card but it must join the first card by a side or a corner. If the player cannot lay down a card the player must pick up a card instead.

Play continues with players joining to a card on the board or picking up.

First player to lay down all of his cards is the winner.

$1\frac{1}{2}$ 2 of 16	$1\frac{1}{4}$ 4 of 28	$1\frac{1}{4}$ 4 of 36	$5\frac{5}{6}$ 6 of 36	$4\frac{4}{7}$ 7 of 28	$3\frac{3}{4}$ 4 of 20
$1\frac{1}{8}$ 8 of 24	$1\frac{1}{7}$ 7 of 28	$2\frac{2}{3}$ 3 of 30	$2\frac{2}{5}$ 5 of 25	$2\frac{2}{7}$ 7 of 21	$2\frac{2}{9}$ 9 of 36
$3\frac{3}{4}$ 4 of 16	$3\frac{3}{4}$ 4 of 28	$3\frac{3}{5}$ 5 of 20	$4\frac{4}{5}$ 5 of 35	$3\frac{3}{7}$ 7 of 28	$3\frac{3}{8}$ 8 of 16
$4\frac{4}{5}$ 5 of 30	$3\frac{3}{5}$ 5 of 40	$2\frac{2}{3}$ 3 of 24	$1\frac{1}{5}$ 5 of 45	$2\frac{2}{7}$ 7 of 21	$5\frac{5}{7}$ 7 of 35
$1\frac{1}{5}$ 5 of 15	$1\frac{1}{3}$ 3 of 24	$4\frac{4}{7}$ 7 of 35	$5\frac{5}{6}$ 6 of 42	$1\frac{1}{7}$ 7 of 21	$7\frac{7}{9}$ 9 of 18
$3\frac{3}{8}$ 8 of 32	$1\frac{1}{2}$ 2 of 26	$2\frac{2}{3}$ 3 of 27	$3\frac{3}{5}$ 5 of 25	$6\frac{6}{7}$ 7 of 28	$1\frac{1}{4}$ 4 of 32

25. Covers - Percentages

Revises basic percentage facts

10+ years

2-4 players

Need

- **Cards from the following page**
- **Board Game from the page after**

Cards for 'Covers – Percentages' (Game board is on next page.)

Print and cut out cards below to play
'Covers – Percentages'.

20	15	12	7	40	70
15	10	45	32	9	90
15	27	30	18	75	8
60	44	30	12	48	20
30	85	20	28	72	70
30	4	30	45	35	12

Covers Percentages

A game for 2-4
players

Need -
'Covers'
Percentages' game
board and cards

Turn cards upside down beside the game board. Each player selects 5 cards. First player uses one of his cards to cover a space. (It must be covered with the correct answer.)

Next player puts down a card but it must join the first card by a side or a corner. If the player cannot lay down a card the player must pick up a card instead.

Play continues with players joining to a card on the board or picking up.

First player to lay down all of his cards is the winner.

50% of 40	25% of 60	30% of 40	10% of 70	80% of 50	70% of 100
15% of 100	20% of 50	75% of 60	40% of 80	20% of 45	75% of 120
10% of 150	30% of 90	20% of 150	30% of 60	100% of 75	10% of 80
75% of 80	50% of 88	75% of 40	20% of 60	80% of 60	25% of 80
25% of 120	100% of 85	40% of 50	70% of 40	60% of 120	35% of 200
15% of 200	10% of 40	60% of 50	90% of 50	50% of 70	20% of 60

26. Make Your Own Covers Game

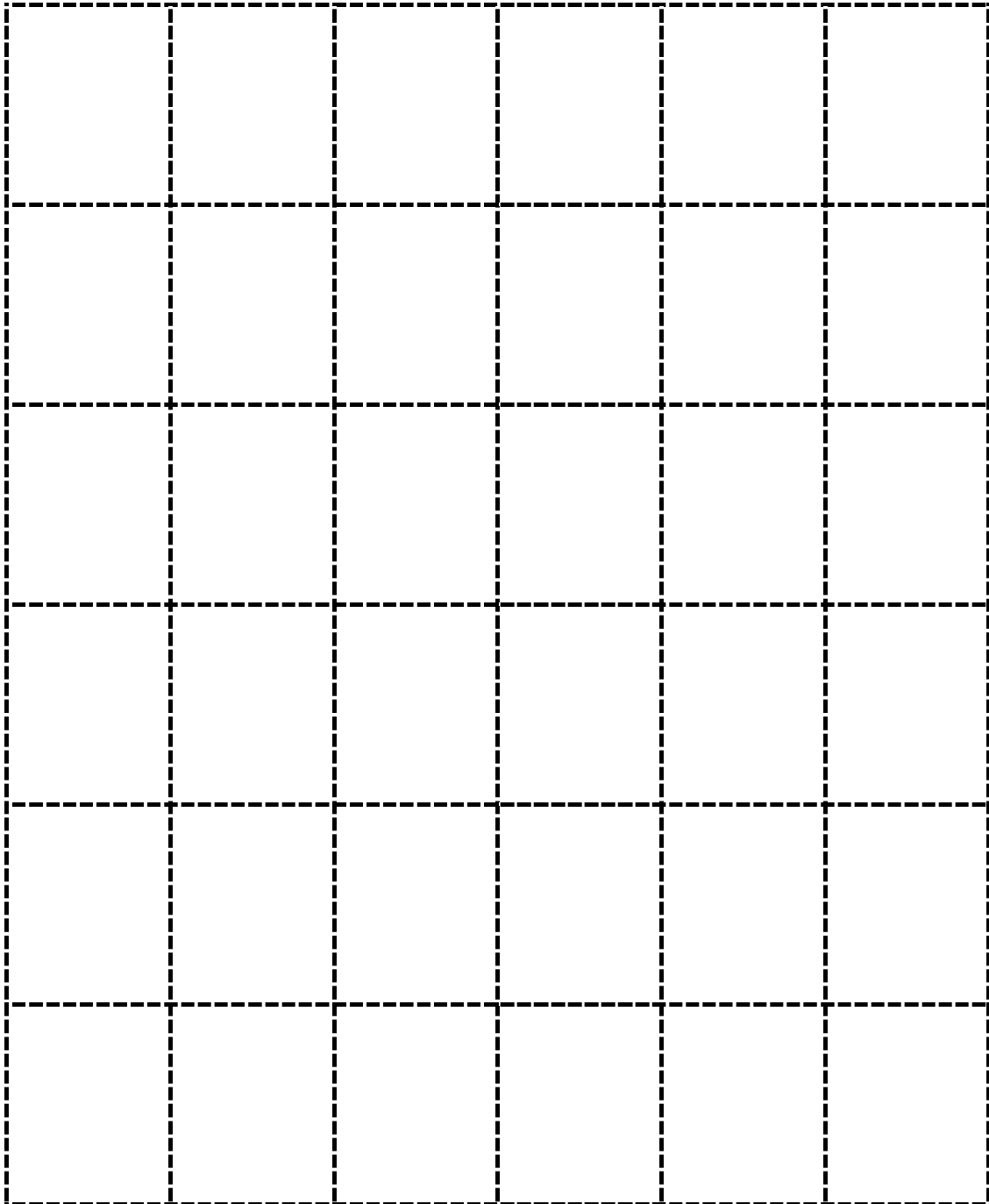
Use the following Black line
Masters to make your own

Need

- Cards from the following page
- Board Game from the page
after

67. Black Line Master 1

Make your own Covers game. Print and cut out cards below to play.
Put answers on cards.



Black Line Master 2– Make your own Covers Game.

Covers

A game for 2-4
players

Need -
'Covers' game
board and cards

Turn cards upside
down beside the game
board. Each player
selects 5 cards. First
player uses one of his
cards to cover a
space. (It must be
covered with the
correct answer.)

Next player puts down
a card but it must join
the first card by a side
or a corner. If the
player cannot lay
down a card the player
must pick up a card
instead.

Play continues with
players joining to a
card on the board or
picking up.

First player to lay
down all of his cards is
the winner.

