

Maths Party

KS2: Make a target game

Place three or four empty boxes on the floor. Label each box with a number between 10 and 100. If you throw 3 balls at a time what is the highest possible score? Try making up your own rules e.g. what if you had to throw each ball in a different box? What is the highest score now? The even numbered boxes allow you to score double the points on the box, which boxes are you best aiming for now? Ask the children to think up their own rules for the game.

For more games like this visit:

http://www.bbc.co.uk/schools/numbertime/parents/home_activities/everyday_maths.shtml

