



We hope you enjoy your

FREE TASTE OF HONEY!

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taster of some of our
Get the Buzz! Games
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**BUZZING MATHS RESOURCES FOR USE IN
THE CLASSROOM AND AT HOME**





1 More or Less

Learning: to find 1 more or less than single digit numbers

You will need:

0 – 9 dice
Digit board
Counters

To play:

Take it in turns to throw the dice.

Choose whether to find 1 more or 1 less than your number. Cover the answer on the Digit board with one of your counters.

If you throw 6 you could cover 5 or 7.

(If you throw 0 or 1 then you can only cover 1 more, if you throw 8 or 9 you can only cover 1 less.)

To win:

The winner is the first player to get four of their counters in a line horizontally, vertically or diagonally.



Talk about the link between 1 more and counting on, or 1 less and counting back.

Taken from Get the Buzz! Maths Games for Key Stage 1



What Next?

Learning: to compare two digit numbers

You will need:

0 – 9 dice

To play:

Take it in turns to throw the dice to get a 2 digit number and write it down.

63

Decide before you throw which dice throw will represent tens or units.

Then predict whether the next number you throw will be more or less. If you are correct then write that number down to start a chain. Predict whether the next number you throw will be more or less than the new number.

63.....less.....47.....more.....56.....

Each time you are correct write the number in your chain and predict again. If the prediction is incorrect the chain ends.

To win:

The winner is the player with the longest chain.



Talk about 'more than' and 'less than'. Notice that it is only if the tens digits are the same that you need to consider the units digit to compare the numbers. You can tell that 47 is less than 67 by just looking at the tens but to compare 47 and 43 you need to look at the units.

Taken from Get the Buzz! Maths Games for Key Stage 1



Double Digits

Learning: to double two digit numbers

You will need:

0 – 9 dice

To play:

Choose a target between 100 and 170.

Take it in turns to throw two single digits and choose which represents tens and which represents units.

If you roll 3 and 8 you could choose 38 or 83

Then you double your number to get as close to the target number as you can.

If the target is 130 you would make 83 and double it, rather than 38, to get closer to the target.

Have three goes each and the nearest to the target number scores a point.

To win:

The winner is the first player to score 5 points.



Notice that halving the target can help you decide which way round to choose to have your digits.

It may help to partition the number into tens and units to double it.

$$83 = 80 + 3 \quad \text{double both of these } 160 + 6 = 166$$

Taken from Get the Buzz! Maths Games for Key Stage 2

Left Overs

Learning: to divide

You will need:

0 – 9 dice

To play:

Take it in turns to throw the dice to get a 2 digit number.

Choose whether to divide your number by 3, 4 or 5. If there is no remainder you score 2 points, if there is a remainder you score 1 point.

If you throw 64 you choose whether to divide it by 3, 4 or 5

$$64 \div 3 = 21 \text{ r}1$$

$$64 \div 4 = 16$$

$$64 \div 5 = 12 \text{ r} 4$$

so dividing by 4 would get a score of 2 points

To win:

The winner is the first player to score 10 points.



Notice that numbers with 5 or 0 in the units column have no remainder when divided by 5.

Talk about how using multiplication facts can help. For example to divide 64 by 4 it may help to partition it into 40 (10 x 4) and 24 (6 x 4). To divide 64 by 3 you could use the multiplication fact that 20 x 3 = 60.

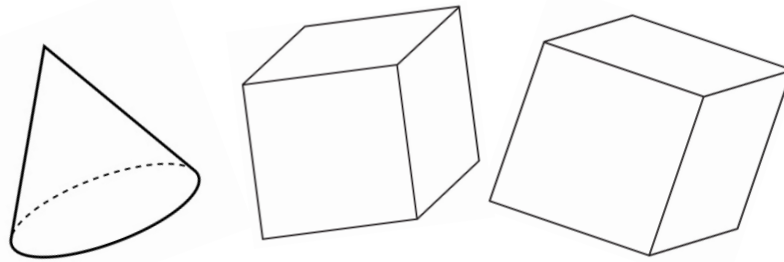
Taken from Get the Buzz! Maths Games for Key Stage 2



Faces

Eric has a bag containing cubes and cones.

He counts the total number of faces in his bag, curved and flat. There are 20 faces.



How many of each 3D shape could there be in his bag?

What if there were 30 faces?

What if his bag held just cylinders and cubes?

Taken from Get the Buzz! Problem Solving for Key Stage 1



Cutting String

Ian's string is between 25cm and 85cm long.



If he cut it into pieces 4cm long he would have 1cm left.

But if he cut it into 3cm pieces he would have 2cm left.



How long might the string be? In each case how many pieces of each length would he cut?

Taken from Get the Buzz! Problem Solving for Key Stage 2



Fair Shares

Danny needs to share his dice out equally.



When he tries finding half he has 1 left over.

So he tries finding thirds and still has 1 left over.

Next he tries quarters, fifths then sixths.

Every time he gets exactly 1 dice left over.

What is the smallest number of dice he could have?

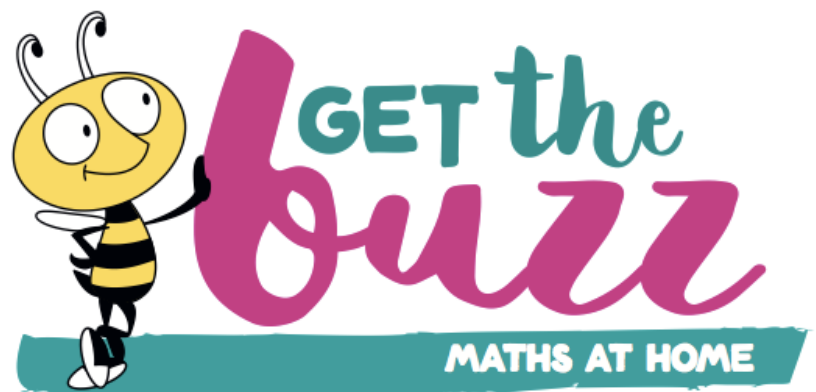
Taken from Get the Buzz! Problem Solving for Key Stage 2

SERIOUSLY, THIS IS MORE THAN JUST A BIT GOOD,

IT'S THE NECTAR OF TEACHING MATHS!

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