



MONTY SOUTH PS MATHS NEWS

Maths games develop strategic thinking. They also enhance learning through the increased interaction between children, opportunities to test ideas and experiment with problem solving strategies. Children learn best through fun games and activities that involve interaction with other people. At school, our students are often encouraged to play maths games and revisit the same game over a number of days. This helps them to explore the maths at a deeper level, once they have established familiarity with how the game is played.

Over the next few Hoot editions, we will share some games that can easily be played at home.

Paddocks is a highly visual maths game that builds conceptual understanding of timestable facts. The instructions below explain how to play the game and include an example of the dot grid.

Maths Game Monday

Paddocks

Grades 2 to 4
Partner Activity

Equipment
Dot Paper (next pages)
Coloured Markers

How to Play
This is a game of strategy where children have to make as many squares as possible.

- Children work in partners. Each group needs 1 sheet of dot paper (use either whole sheet or 3 dot by 3 dot grids) and a different coloured marker each – adjust the size of the piece of paper and number of dots based on the amount of time you have.
- Children use rock, paper, scissors to decide who goes first.
- Children take it in turns to draw a vertical or horizontal line between two adjacent dots.
- The player who completes the fourth edge of the square, writes their initial in the box and receives another turn. The square is their paddock.
- Children continue to play until there are no more lines left to be drawn.
- The player with the most number of paddocks wins.

Variations

- Change the number of dots depending on how much time you have, and how much old your class is.
- Play in groups of 3 to make the placement of lines more challenging.

