

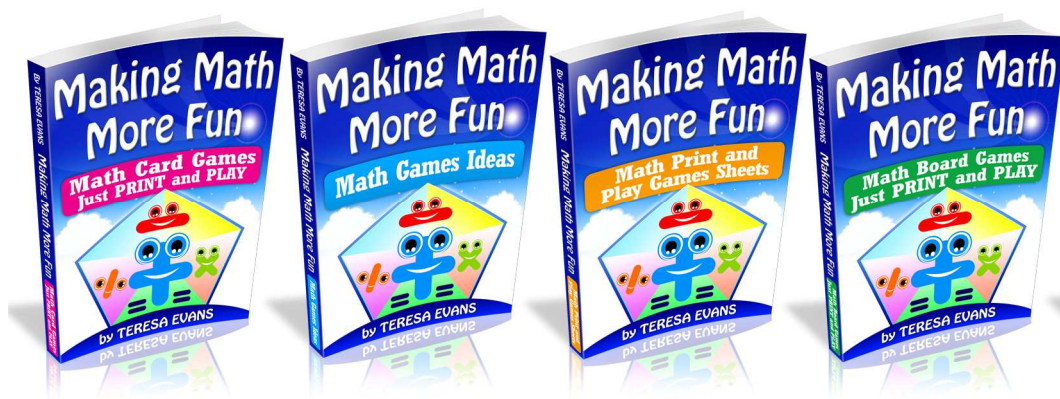
by Teresa Evans

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# SAMPLE PAGES

Please enjoy using these Math Print and Play Games Sheets with the compliments of Making Math More Fun.



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*Hints for Parents*

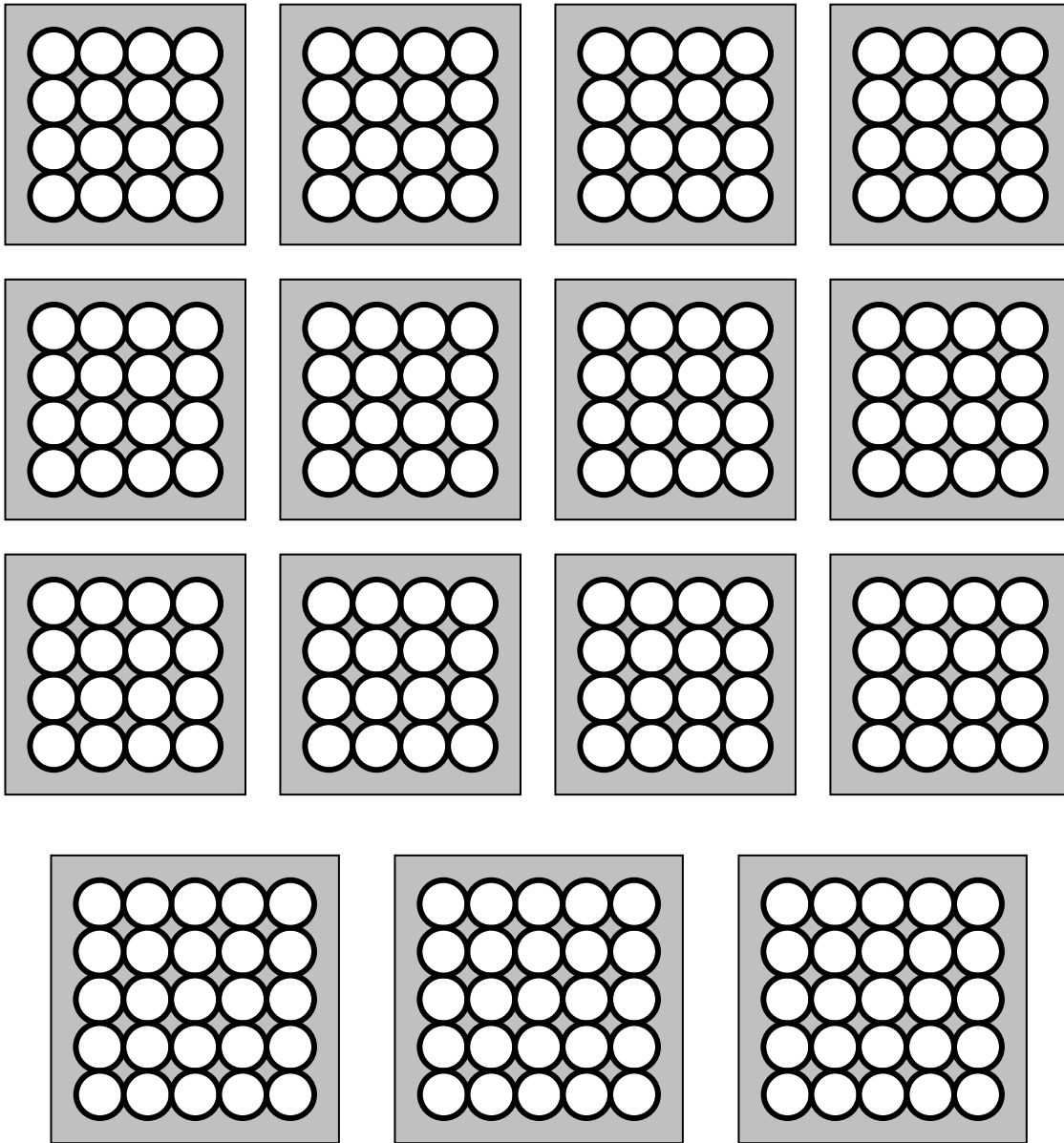
*Hints for Teachers*

## *Games*

- 1. Circle Rows and Columns - A game of strategy*
- 2. Rectangles - A game of strategy*
- 3. Two Square - A game of strategy*
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- 6. Steps - A game of strategy*
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- 10. Big One Wins - Read and compare numbers to 99,999*
- 11. Roll and Write - Read and compare 3, 4 & 5 digit numbers*
- 12. Higher or Lower - Compare numbers*
- 13. Pairs - Total 8, 9 or 10 - Practice addition to 10*
- 14. Pairs - Total 11, 12, 13 or 14 - Practice addition to 14*
- 15. Three in a Row - Add - Practice basic addition*

16. *Three in a Row - Times* - Practice basic multiplication
17. *Full House* - Practice basic addition
18. *Throw Three* - Practice adding 3 numbers
19. *Race the Clock* - Practice addition to 45
20. *Tic Tac Toe* - Play 3 different versions
21. *Surround* - Practice strategy and addition
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25. *Battleships* - Practice coordinates and strategy
26. *Pirates* - Practice coordinates and strategy
27. *Twenty-Seven* - Practice strategy and addition to 27

# 1. Circle Rows and Columns



## Circle Rows and Columns

a game for 2 players

Need - pencils

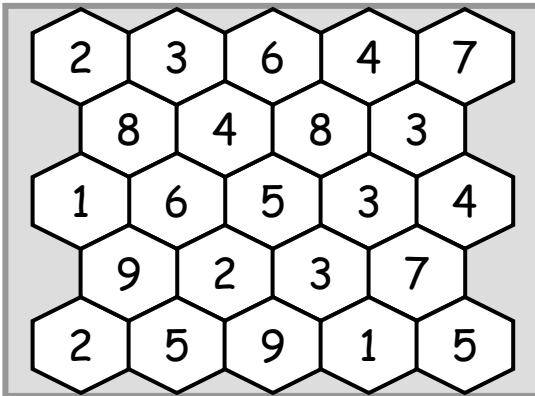
Players take turns to color 1, 2, 3 or 4 circles in a row or column. If 2, 3 or 4 circles are colored, they must be in the same row or column.

The winner is the player who colors the last circle.

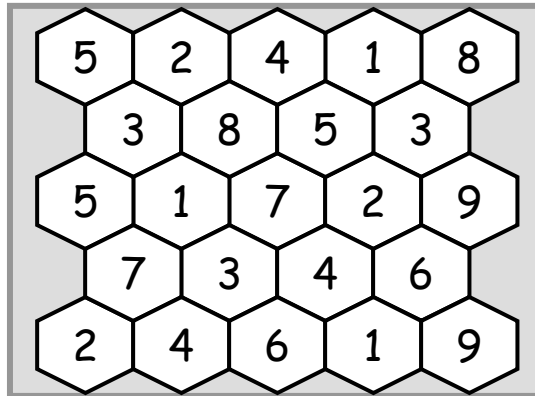
In the bottom row of games up to 5 circles can be colored in each row or column.

## 27. Twenty-Seven

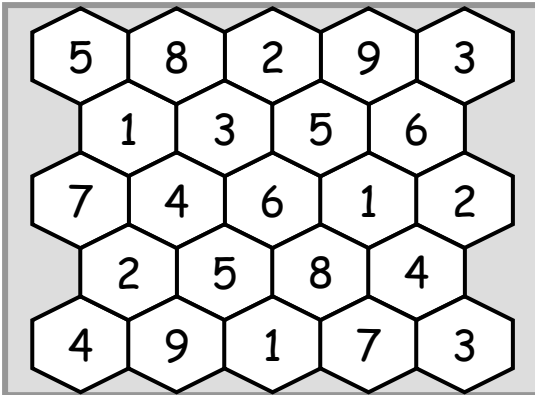
GAME 1



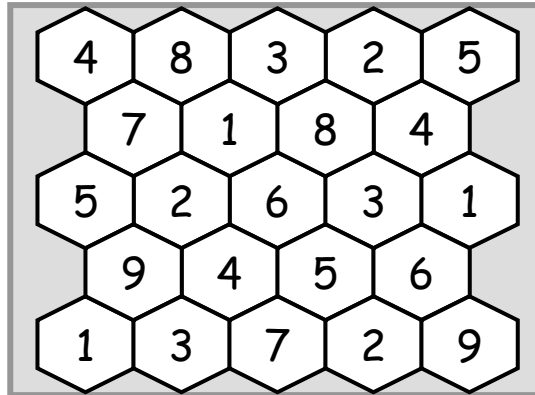
GAME 2



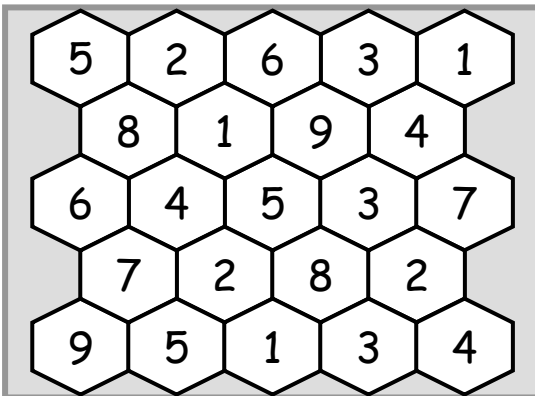
GAME 3



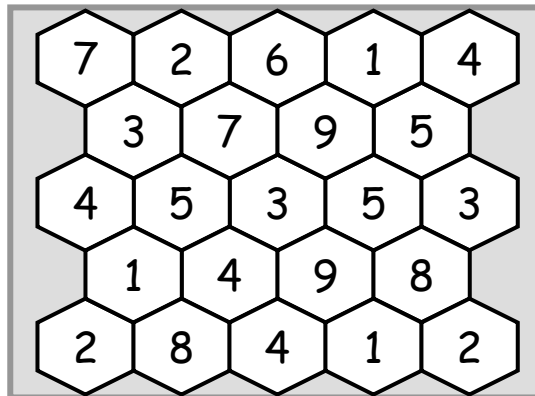
GAME 4



GAME 5



GAME 6



### Twenty-Seven

**2 players**

The first player colors a hexagon.

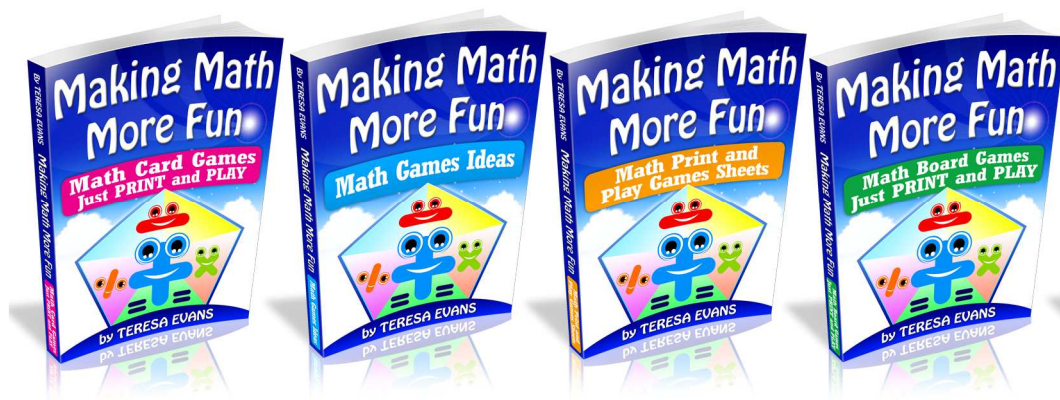
The second player colors a hexagon that joins to the first one.

This player adds this number to the first number and says the total.

Players take it in turns to color a hexagon that joins to the last one colored and add the number to the previous total.

The first player to reach exactly 27 is the winner. If a player goes over 27 they lose. If a player colors a hexagon and this blocks the other player from having a go they also lose.

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