# Blessed Sacrament Catholic Primary School 100 Square Games 



10


# Blessed Sacrament <br> Catholic Primary School <br> 100 Square Games 

Key Stage 1

## About You

This activity will help your child to familiarise themselves with the hundred square.

Find these numbers on your square:

- Your age
- Fingers and toes
- Children in your family
- Your house number
- Your shoe size

Now put 5 more special numbers on the square - why are they special to you?

## Pictures

This activity reinforces knowledge of the hundred square and encourages children to look for patterns within it.

Find and mark the listed numbers below. This will give you a message on the 10 square. Can you guess the message before you finish it?
$11,21,31,41,51,61$

42, 43
$14,24,34,44,54,64,74$
$16,26,36,46,56,66,76$

Now can you design your own picture or message and write a set of instructions for someone in your family to try out?

## 4 in a row

This activity develops skills in mental arithmetic and place value

Take it in turns to throw two dice, the two numbers thrown are then used to make as many numbers as possible e.g if the numbers are 2 and 5 the following scores are possible;
25 - using the 2 in the tens place and 5 in the units place
52 -using 5 in the tens place and 2 in the units place
10-2x5
7-2+5
3-5-2
5
2

These numbers are coved with counters. The first person to score 4 in a row is the winner

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Key Stage 1 (Year 1 and 2)

## Guess my number

One child chooses a number from the 100 square and writes it secretly on a piece of paper. The rest of the players must discover what the number is by asking questions. The person who wrote the number may only answer yes/no to these questions. After each question, discuss which numbers can be eliminated from the square and cross them out or cover with a counter.

Which questions get you closest to the answer? Which questions eliminate more than one number?

Which questions are most useful?

## Guess my rule

One child chooses a rule without telling the other players (see below for examples) she then marks off on the 100 square all those numbers to which the rule applies. The other players must then guess what the rule was.
Examples of rules:
All the numbers which end in 3
Multiples of 5
Numbers above 50 and less than 60
Numbers where both digits are the same
Even numbers
You can make up your own too!
Questions:
Which rules use most numbers, which rules use the fewest numbers, which rules are easiest to guess?

## Multiples

Take turns to throw a dice, place a counter on a multiple of the number thrown. The first person to get four counters in a row is the winner.

You can draw pictures, use jottings, mental recall or use a calculator to help you work out the answers

Can you block your partner?
Which numbers are easier to work out?
How can you win? - discuss strategies

## Who am I?

Can you make up a who am I riddle for your partner to solve. Listed below are some examples

The sum of my digits is 2 .
I am greater than 12.
Who am I?
(20)

The sum of my digits is ten.
Their difference is 2 .
I am less than fifty.
Who am I?
(46)
(46)

## 100 Square

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

If you photocopy or laminate this 100 Square you will be able to use it more than once!

