

COLOUR TABLES

60	START	2	10	16	4	GO ON 3	12	20	6	14	8	MIS A GO	18	3	12	21																												
		90	70	100	30	GO BACK 4	80	40	20	50	40	10	25	50	HAVE AN EXTRA TURN	15	35	10	45	30	20	GO ON 4	5	20	40	16	36	12	MIS A TURN	28														
SCORE SHEET																																												
2 x 2	2 x 5	2 x 4	2 x 5	2 x 10	3 x 2	3 x 3	3 x 4	3 x 5	3 x 10	4 x 2	4 x 3	4 x 4	4 x 5	4 x 10	5 x 2	5 x 3	5 x 4	5 x 5	5 x 10	6 x 2	6 x 3	6 x 4	6 x 5	6 x 10	7 x 2	7 x 3	7 x 4	7 x 5	7 x 10	8 x 2	8 x 3	8 x 4	8 x 5	8 x 10	9 x 2	9 x 3	9 x 4	9 x 5	9 x 10	10 x 2	10 x 3	10 x 4	10 x 5	10 x 10
GO ON 3	40	20	40	80	40	20	50	40	10	25	50	HAVE AN EXTRA TURN	15	35	10	45	30	20	GO ON 4	5	20	40	16	36	12	MIS A TURN	28																	

YOU WILL NEED

2+ players

- A standard dice
- A counter for each player
- Coloured pens or crayons
- A score sheet for each player

HOW TO PLAY



- Throw the dice and move the number of places shown, obeying any instructions on the way. When you land on a number, use it as the answer to any question on your score sheet. Colour in the question that you have chosen.
- For example, if you land on 20, you could colour in 2 x 10 or 4 x 5, etc.
- The winner is the first player to colour in all their questions correctly or the player who has coloured in most questions after 10 minutes.

Learning outcomes

Calculations: Year 5

- Know by heart all multiplication facts up to 10 x 10.
- Use known facts and place value to multiply or divide mentally.