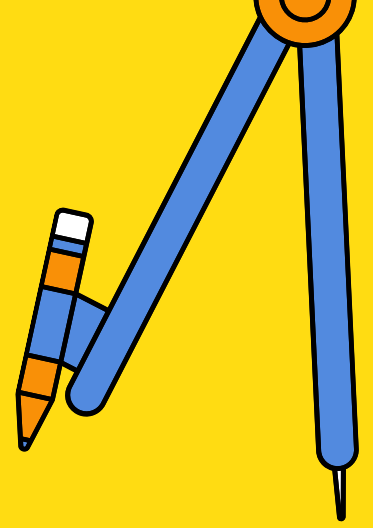
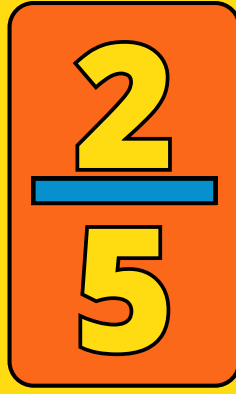


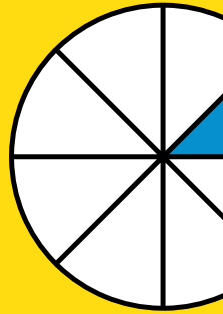
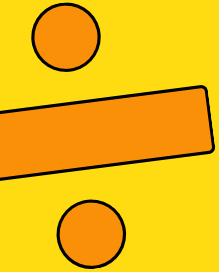
$$\frac{x}{3} - 8 = 6$$

$$\frac{x}{3} - 8 + 8 = 6 + 8$$

$$\frac{x}{3} = 14$$



**TRY THIS AT
HOME!**



**ONLINE MATHS
GAMES FOR KS2**

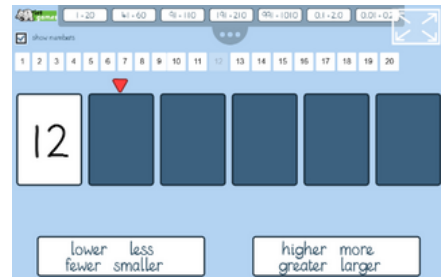


PLACE VALUE

'Play Your Cards Right'

<https://ictgames.com/mobilePage/playYourCardsRight/index.html>

Great for comparing and ordering numbers. Children can select own number range, including decimals for upper KS2



Range Arranger

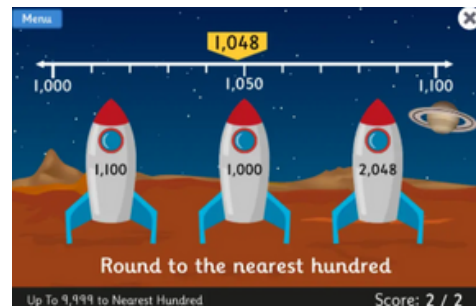
<https://ictgames.com/rangeArranger/index.html>

A jenga-style game for ordering numbers up to 5-digits.

Rocket Rounding

<https://www.topmarks.co.uk/maths-games/rocket-rounding>

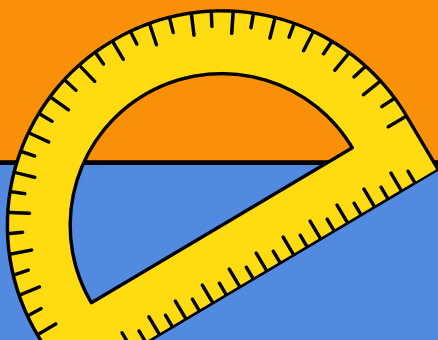
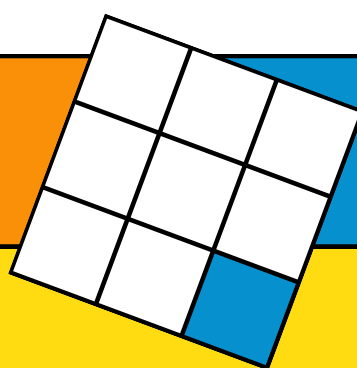
Use the visual prompt of the number line, or challenge yourself without, to make the correct rocket take off. Great for practising rounding to the nearest 10, 100 or 1000.



Scooter Quest

<https://www.sheppardsoftware.com/math/place-value/scooter-quest/>

Help Jimmy get enough money to buy a scooter for his paper round by answering place value questions involving decimals. For upper KS2.



ADDITION AND SUBTRACTION

'Darts

<https://ictgames.com/mobilePage/darts/index.html>

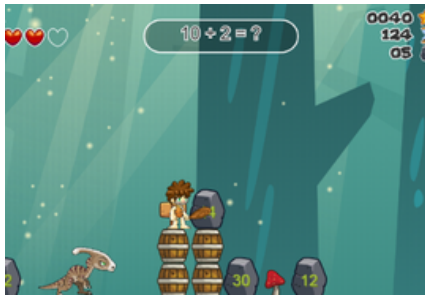
There are lots of maths skills that can be practised with a dart board and lots of different games that can be played too - a quick Google search will return plenty of ideas!



'Stone Age Stu

<https://mathsframe.co.uk/en/resources/resource/570/Stone-Age-Stu-Addition>

Navigate Stu through his Stone Age world by answering addition questions correctly. Fully adaptable for all year groups.

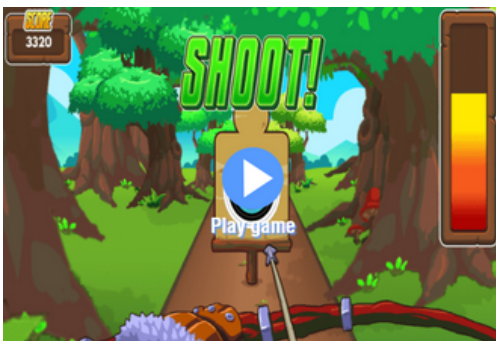


MULTIPLICATION AND DIVISION

'Multiplication Chart

<https://ictgames.com/mobilePage/multiGrid/index.html>

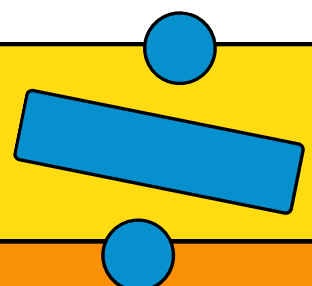
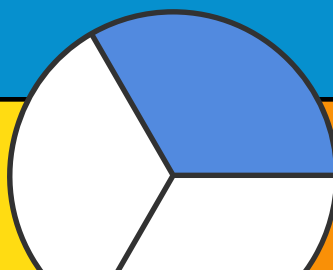
A really useful visual aid to help children build understanding of multiplication tables by seeing magnitude.



'Archery Arithmetic

<https://mathsframe.co.uk/en/resources/resource/399/Archery-Arithmetic-Multiplication>

A great recall tool in which children get more time to aim their arrow the quicker they answer questions. Extends to cube numbers and doubling decimals for upper KS2.

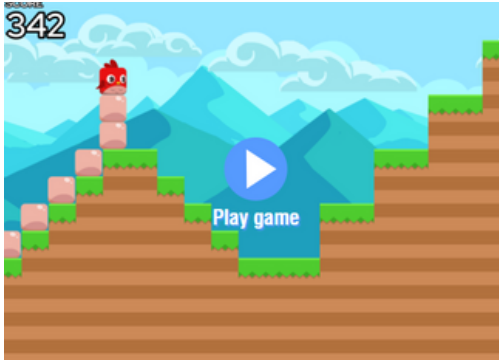


CROSS-DOMAIN PRACTICE

'Guardians: Defenders of Mathematica

<https://www.bbc.co.uk/bitesize/topics/zd2f7nb/articles/zn2y7nb#zj6v6rd>

Answer maths questions to help a team of heroes battle their enemies and keep their realm safe .



Boxy Bird

<https://mathsframe.co.uk/en/resources/resource/599/Boxy-Bird>

Answer questions to help get your bird home safely.

Birds v Robots

<https://mathsframe.co.uk/en/resources/resource/573/Birds-v-Robots-Maths-Battle>

Answer questions to help the birds defend their eggs from evil robots!



FURTHER GAMES AND RESOURCES

There are loads of activities to explore on the following websites, including great games to support children with key skills such as **telling the time, fractions, recognising shapes, measuring and problem solving.**

www.mathsframe.co.uk

www.topmarks.co.uk/maths-games/7-11-years

www.ictgames.com