



KSI Magical Maths Activities

Secret numbers

A two or more player game! Separately write the numbers 0 to 20 on a sheet of paper. **Your job is to** secretly choose a number on the paper. Then ask the person some questions to find out what the secret number is, e.g. Is it less than 10? Is it between 10 and 20? Does it have a 5 in it? They may answer only yes or no. Once you have guessed the number, it is your turn to choose a number. For an easier game, use numbers up to 10. For a harder game, use only 5 questions, or use bigger numbers.

0123456789

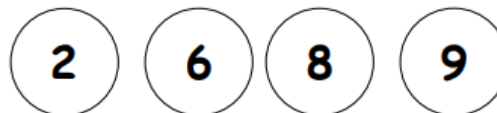
Housey, housey

When walking down the street with your adult, look at house numbers. These will probably be following a pattern of either odd or even numbers. Can you predict what number will be on the next house? Talk about the pattern.



Adding circles

For this game, you need a dice and pencil and paper. Each of you should draw four circles on your piece of paper. Write a different number between 2 and 12 in each circle. 2 6 8 9. Roll the dice twice. Add the two numbers. If the total is one of the numbers in your circles then you may cross it out. The first person to cross out all four circles wins.



Cupboard maths

Choose two tins or packets from your food cupboard. Hold one in each hand and decide which is heavier, and which is lighter. (Check by reading the weight on each tin or packet.) If you are right you keep the lighter one. Then choose another item from the cupboard, trying to find one that is lighter still. Carry on until you have found the lightest item in the cupboard. It might be suitable to eat as a prize!

