

Mental maths money game (for two or more players)



This game is ideal for practising mental addition, subtraction and multiplication. It can be used in a range of settings including one to one tutoring and small groups. Learners enjoy it and see it as a game, not work! After only a couple of rounds of the game you will begin to see improvements in learners' speed and calculations. The game can be easily adapted to cover all sorts of mental maths including times tables.

Target audience: Can be very easily adapted for E1, E2, E3.

You will need: Two dice and a set of Monopoly money (see link to print your own) <http://www.hasbro.com/games/kid-games/monopoly/default.cfm?page=strategyguide/gametools>

Duration: From as little as 5 minutes to indefinite

Objective: Each player takes turns to roll the dice and accumulates money related to the score. The winner is the first player to accumulate a pre agreed amount.

Banker's role: A banker is needed for all of the games. This role involves lots of mental maths and can either be alternated or assigned by the tutor to the players who need most practice. At all times the banker must seek to distribute the money in the most efficient manner and all players should be encouraged to do things like: if they win £14 they should give the bank £1 and take £15.

Example Games

The simple game

A target of say £100 is set and the players take it in turns to roll the dice and receive money exactly related to the score. Throwing a double gives the player another go. First one to reach £100 wins.

Times table practice

This can be used for any times table. For example, agree a £300 target. Each player receives 4 times the amount rolled on the dice. Throwing a double gives the player another go. First one to reach £300 wins.

Times ten

Agree a target of say £2000. Each player now receives ten times the amount rolled on the dice. Throwing a double gives a player another go. First one to reach £2000 wins. This is good for moving people into the realms of 100's and 1000's.

Double trouble

Agree a target of say £5000. Each player now receives times 5 and then times 10 (so really Times 50) the amount rolled on the dice etc.