

Flip 'n' Roll

Skill to be learnt: To multiply one-digit and two-digit numbers by 10 or 100, and describe the effect.

What you will need: 0 – 9 dice, coin

How to play: Roll the dice to generate a 2 digit number. Then flip the coin. Heads means multiply by 10 and tails means multiply by 100. The first to say the product (answer when 2 numbers are multiplied together) gets a point. The first to 10 points wins the game.

Talk points: Look together at the effect of multiplying by 10 - all digits move one place to the right and a zero becomes a place holder in the units column. Although it may look to the children as though a 0 has been added it should not be described in this way as this does not work for decimals!

Extension of this game: Use 3 or 4 digit numbers to begin with, then move onto decimal numbers. Multiply by 10, 100 and 1000.

