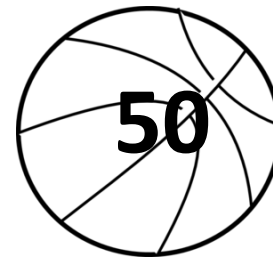
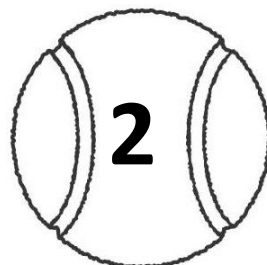
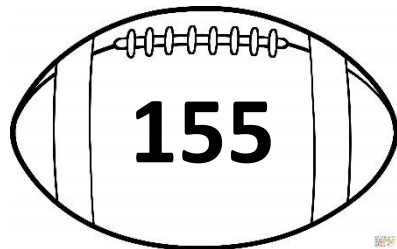
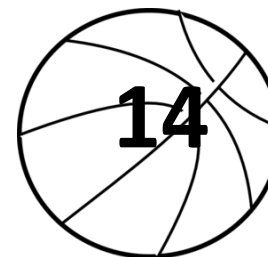
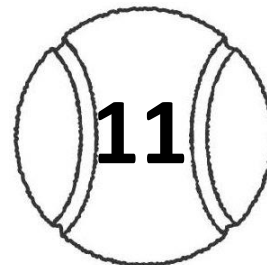
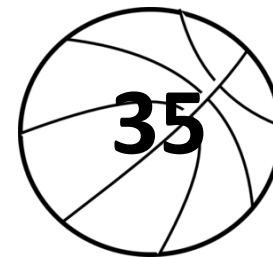
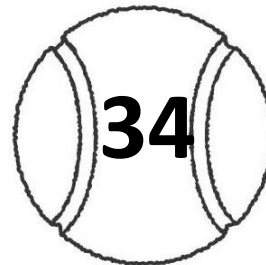
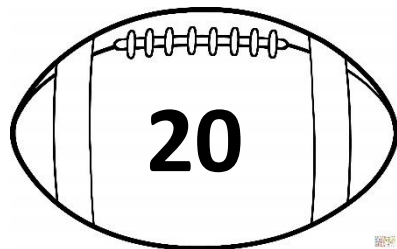
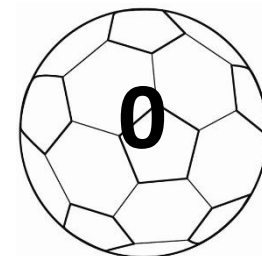
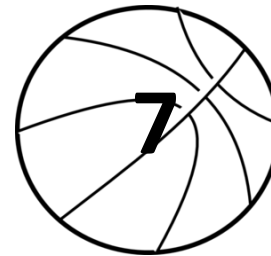
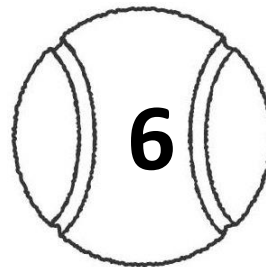
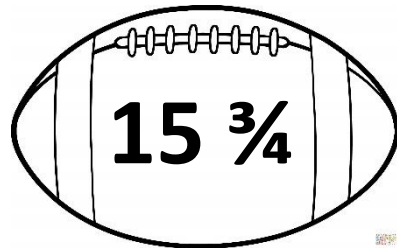


ACTIVE MATHS

HOW TO PLAY:

1. Print out page 2 and cut out the balls.
2. Create a start line and an area where you will scatter out the cut-out balls.
3. The child starts at the start line you give them a maths question and a movement.
4. They must find the ball with the correct answer on and bring it back.
5. Repeat this process until all maths questions have been answered correctly.
6. As an extra challenge reverse the process so you give them a ball with a number on and they need to find the correct question that will match.

The numbered balls can be found on page 2 and the questions to match are on page 4.



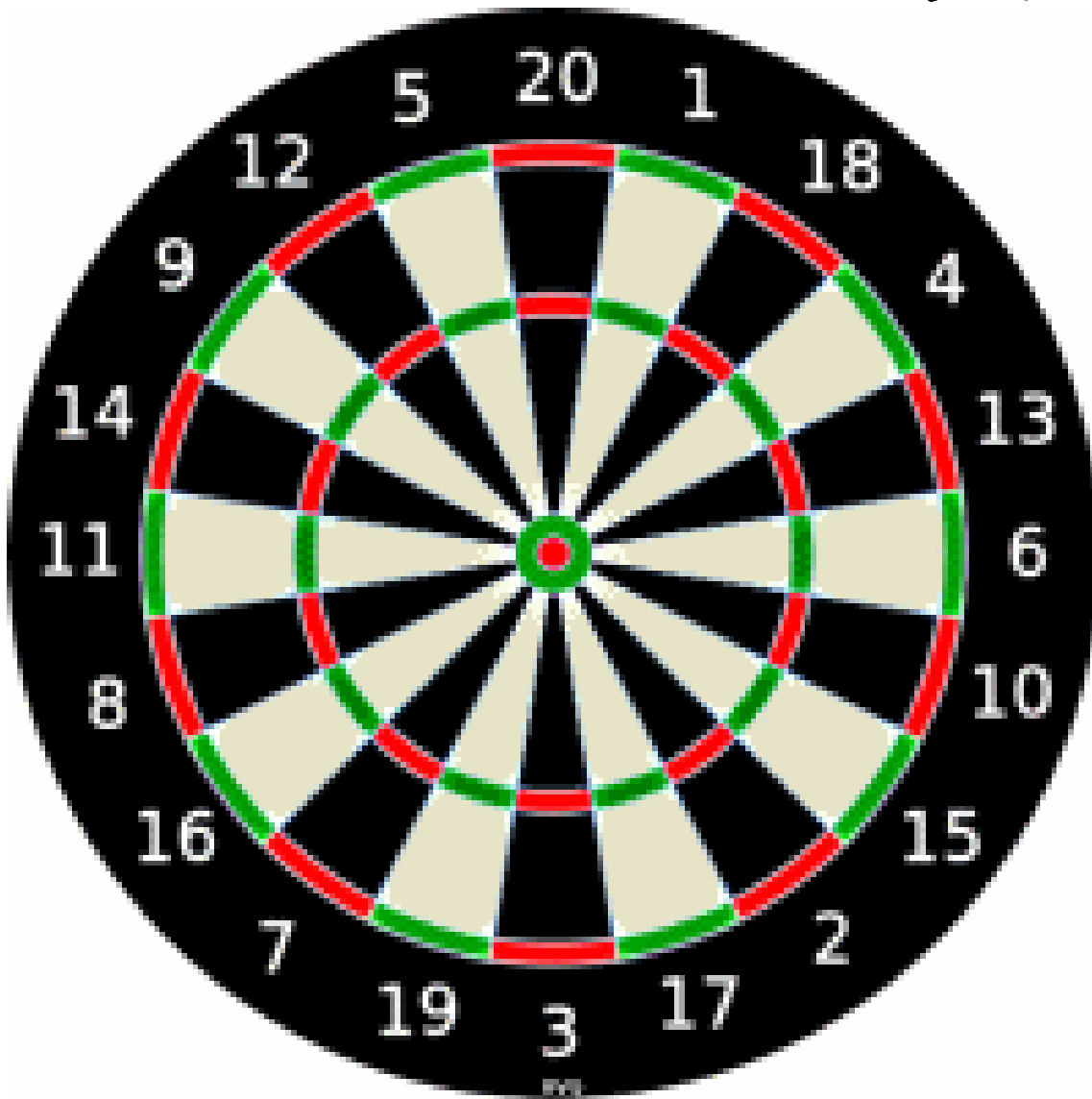
Lincoln City
Foundation



Premier League
Primary Stars

KS1	KS2
$4 + 6 =$	$5 \times 7 =$
$9 - 2 =$	$21 \times 0 =$
$5 + 2 + 4 =$	$125 + 136 =$
$7 + 7 =$	$200 - 45 =$
$6 \div 3 =$	$3 \frac{1}{4} + 6 \frac{1}{4} =$
$2 \times 3 =$	$(500 \div 5) - (5 \times 3) =$
$7 + 6 + 7 =$	$7 \frac{1}{4} + 8 \frac{1}{2} =$
$20 \div 4 =$	$(8-4) + (60-30) =$
$3 \times 10 =$	$386 - 265 =$

DARTS



HOW TO PLAY:

Imagine you have 3 darts to throw at the darts board, where they land that will be your score (pick 3 numbers on the board e.g double 15, triple 20 and 10), how many different combinations can you throw to score 100.

Outer green and red ring mean that score is doubled. The middle green and red ring mean your score is tripled. If you land on the black or white the score is the number on the outside.

Inner green circle is worth 25 and the inner red circle is worth 50.

Now starting at 501, using the 3 darts at a time rule how fast can you get to 0.

Example: start on 501, first 3 darts score 83. $501 - 83 = 418$. Next 3 darts score 91, $418 - 91 = 327$

You can play with a partner and see who can get to 0 first.