

PRIMARY MATHS 2

12 Card Games (50 cards in each game)

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The suits (diamonds, spades etc.) are represented by geometric shapes and this means that the games can be played like traditional card games. Games D, E and F are based completely on 'shape' and properties of 'shape'. The remainder of the packs i.e. Games 10 - 18 are based on the various topics that children encounter from fourth to sixth class.

The games were designed with the learning support/resource teacher in mind but they can and are being used, with excellent success, in the classroom as

12 Board Games

Board Games are played using dice like traditional board games. Like the card games, D and E are based on 'shape' and properties of 'shape'. Games 10 - 18 have similar questions to the corresponding card games. It is highly recommended to start with the board game and when the student is familiar with the questions, alternate between 'board' and 'card games' as deemed appropriate. Variety enhances the learning experience.

9 Assessments

Photocopies can be made of each A4 assessment sheet - sides A and B. The questions are based on the corresponding card/board games 10 - 19. The assessment can be used for occasional testing and indicates when one should progress to the next level. It can also be used as a revision exercise. It is invaluable for record keeping.

