

# OLYMPIC MATHS GAMES

**At Palmireno School**



# HOW DID WE ORGANIZE IT?

- Older children explained the games to younger kids.
- So, children from year 6 explained the games to pupils from year 4.



- **We played the olympic maths games on 2 days.**
- **On the second day pupils from year 5 explained the games to pupils from year 3.**



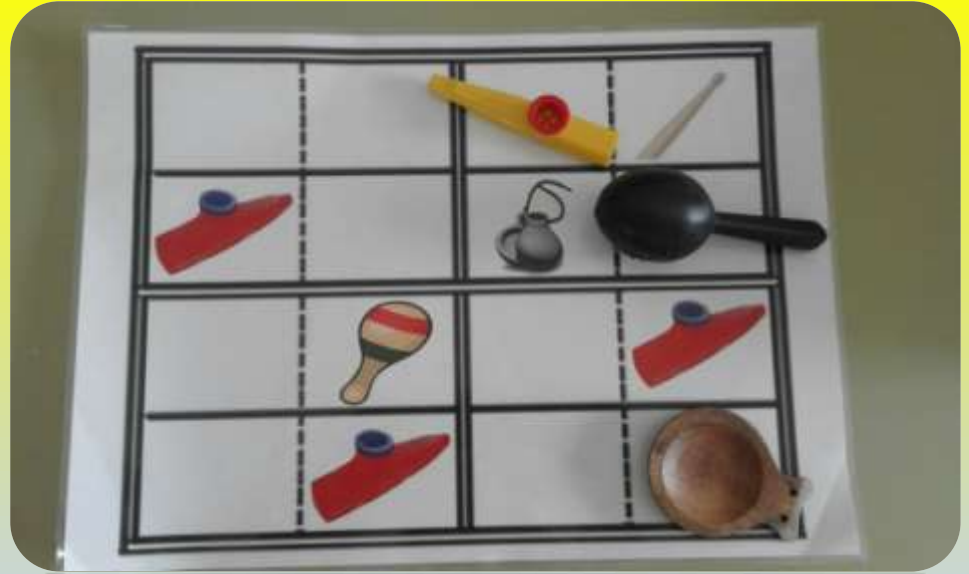
- **Once we set up the teams, we started playing the games.**
- **Each team started on a different station, where the older children explained the game.**
- **After 10-15 minutes playing, we stopped the game to count the points to write on the card.**
- **Then, we moved to the next game. clock-wise.**

# **WHICH GAMES DID WE PLAY?**

- **SUDOKUS**
- **ROMAN NUMERALS**
- **CALCULATOR**  
**CROSSWORDS**
- **TIME TABLES BINGO**

# **SUDOKUS**

- **These are special types of sudokus. They are not based on numbers, but on items.**
- **There are different types of grids for our sudokus.**
- **Children have to follow the normal sudoku rules, but place items instead of numbers.**



# ROMAN NUMERALS

- Children have to answer some brainteasers based on Roman numerals.
- They are given the Roman numerals, to help them, depending on their age.





# CALCULATOR CROSSWORDS

- Children are asked to do some calculations using calculators.
- After solving these calculations, they have to turn the calculators upside down, and identify a word, which they have to write on the crossword.

### CALCULATOR CROSSWORD

- (1) There are 15 Clues Across and 12 Clues Down.
- (2) In pairs answer the clues using a calculator.
- (3) One pair does the Clues Across and one pair does the Clued Down.
- (4) Turn the calculator upside down.
- (5) Write the word that you see in the correct space on the crossword.

#### Points Scale

- 1-5 correct answers = 2 points  
6-10 correct answers = 4 points  
11-15 correct answers = 6 points  
16 - 21 correct answers = 8 points  
22 - 27 correct answers = 10 points

#### Clues Across

1.  $12 \times 5173$
2.  $10 \times 19$
3.  $10 \times 19$
4.  $1177 \div 4$
5.  $107 \times 100$
6.  $107 \times 5$
7.  $200 \div 4$
8.  $1157 \times 5$

#### Clues Down

9.  $78 \times 7$
10.  $200 \times 2$
11.  $140 \times 810$
12.  $11700 \div 4$
13.  $100 \div 4$
14.  $100 \div 8$
15.  $200 \div 11$
16.  $200 \div 11$

### Crucigrama con calculadora



# **TIME TABLES BINGO.**

- Children revise the time tables by playing bingo.
- Each player has one bingo card.
- The organizers of the game say a multiplication and players have to find the result on the card.
- We can make it easier by playing with addition or subtraction tables.

## BINGO

- (1) Each person has a bingo card.
- (2) One child from year six calls out the sums.
- (3) If anyone in the group has got the answer on their card cross it out.
- (4) Continue until somebody has a line (2 points) or Bingo (10 points).



### Points Scale

1 - 10	1 point
11 - 20	2 points
21 - 30	3 points
31 - 40	4 points
41 - 50	5 points
51 - 60	6 points
61 - 70	7 points
71 - 80	8 points
81 - 90	9 points
91 - 100	10 points



# SCORECARDS

- Every team carries this card to take note of the different scores in every game, so that at the end we can add up the total score.

<b>OLYMPIC MATHS GAME</b>		Erasmus+
AT PALMIRENO SCHOOL		
<b>NAME OF THE TEAM</b>		
<b>PLAYERS' NAMES</b>		
<b>SCORE SUDOKU</b>	<b>SCORE ROMAN NUMERALS</b>	
	<b>TOTAL SCORE</b>	
<b>SCORE CALCULATOR</b>	<b>SCORE TIMES TABLE</b>	

# **AWARDS**

- **Once every team has played the games, we can give out some awards.**
- **We can print different types of certificates, just for the winners, for participating...**



MATH OLIMPYCS

Thanks for your participation!

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Signature



Date

05/25/19





# PICTURES.



