

Grouping Up

Math Starter Game

Ages 10 - 12

In an open space, call out the following instructions for your class to follow. E.g. – Get into a group with 40 fingers. If there are any children left over it is their job to check all the groups are correct.

Get into a group with 40 fingers, 50 fingers, 60 fingers.

Get into a group with 12 arms, 14 arms, 16 arms, 18 arms.

Get into a group with 12 legs, 14 legs, 16 legs, 18 legs.

Get into a group which is a factor of 15, 18, 21, 56, 81, 100

Get into a group which is a multiple of both 2 and 3, 3 and 4, 4 and 6.

Get into a group which is a multiple of 1.5, 2.5, 3.5.

Get into a prime numbered group.

Get into a squared numbered group.