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	<p>Multiplication Tables Loop Cards</p> <p>Each child needs a loop card with a question and answer on it. When a child's answer matches another child's question, they need to ask the question on their card. Give all of the cards out, even if some children have more than one, or there will be a break in the loop.</p>	
	<p>Multiples Venn Diagram</p> <p>The children answer questions about a Venn diagram, sorting numbers that are multiples of 6 and 4.</p>	
	<p>Beat the Clock</p> <p>Choose appropriate columns for each child to complete on Beat the Clock Grid. Set the timer for three minutes. If the children finish before the three minutes is up, they should shout 'finished' and write their finishing time on the top of the sheet. When their work is marked, they will have a score to write at the top too. If they didn't get them all right then they should focus on that next time, even if it takes them the full three minutes. If they got them all correct, next time they should try to improve their time or choose a different multiplication table.</p>	
	<p>Factors Treasure Hunt</p> <p>Children find the numbers (stuck around the classroom or outside) to match the factors on their Factors Treasure Hunt Sheet.</p>	
	<p>Prime Race</p> <p>In pairs, the children roll a dice each. They can choose to add the numbers together or multiply them. The aim is to make a prime number. Who can make the most prime numbers in two minutes?</p>	
	<p>What Am I?</p> <p>Play this game as a whole class or in smaller groups. Choose a child to think of a number from 1-50. The rest of the group try to identify the number by asking questions that can only be answered with 'yes' or 'no'. Encourage the use of the key vocabulary. As an extra challenge, the children could think of larger numbers.</p>	
	<p>Switch</p> <p>Children work in small groups with a beanbag per group. An adult rolls two dice and this generates the multiple that the children will count in. Count in multiples around the group, passing the beanbag on to the next child as each multiple is said. When the adult shouts "Switch," change direction, counting down in that multiple. When the adult shouts "All change," roll the dice again and generate a new multiple to practise.</p>	
	<p>Fascinating Facts</p> <p>Ask the children write as many facts about the number on the Starter Ideas Presentation as they can in two minutes. Encourage them to use mathematical vocabulary, e.g. prime number, composite number, factors and prime factors.</p>	
	<p>Guess the Question?</p> <p>Children are given a number (the answer) and must write maths questions which could give that answer. How many can they write in three minutes?</p>	
	<p>Measures Match</p> <p>As a class, the children play the Measures Loop Cards game; matching the equivalent quantities from one card to another.</p>	
	<p>Perfect Partitioning</p> <p>The children are shown numbers and must find different ways to partition them. Ask children to self-differentiate by choosing the bronze, silver or gold level numbers.</p>	
	<p>The Fifteen Times Table</p> <p>The children work out and learn the fifteen times table using the counting stick on the Starter Ideas Presentation. Emphasise the relationship between the facts, e.g. 5×15 is half of 10×15, 2×15 is double 1×15, 9×15 is $(10 \times 15) - (1 \times 15)$.</p>	

	<p>Magic Wands The children use the magic wand strips on the Starter Ideas Presentation to practise their mental calculations.</p>	
	<p>Twinkl Travel Company The children use their multiplication tables knowledge to work out possible seating arrangements on a coach.</p>	
	<p>What a Mess! Children work independently to fill in the missing numbers in the multiplication square on their What a Mess! Sheet as quickly as they can.</p>	
	<p>Banana Maths The children complete the multiplication questions on the Starter Ideas Presentation. How many can they do in three minutes?</p>	
	<p>Buddies The children match up the fractions with their decimal equivalents on the Starter Ideas Presentation.</p>	
	<p>Signs The children show with the Operations Cards which operation each keyword is associated with.</p>	
	<p>Dynamic Digits Children match the highlighted digits with their values.</p>	
	<p>Match-Up Children find a partner who has an equivalent amount of time on their Time Match-Up Card. The cards with bold text don't require any multiplication or division.</p>	
	<p>Loop Cards 2 Give out the Loop Cards. There are 30 in total, so some children could share and support each other or some children could have more than one card. Choose a child to start and read out their question. The child with the answer should then stand up and read their answer before reading the next question. This continues until the child who started the loop has the correct answer and every child has asked and answered a question.</p>	
	<p>Decimal Dancing Numbers up to two decimal places are revealed on the screen. If the number is larger than the preceding one, then dance high (arms in the air!) If it is lower, then dance low (how low can you go?). This starter can be played silently or with music.</p>	
	<p>Trios Children match up the measures problem, the calculation required to solve it and the answer. Children may use a whiteboard to work out the correct answer.</p>	
	<p>Hot Potato You need a hot potato - this could be a ball, beanbag or a soft toy. The children could be stood up around their tables, or you could do this activity in an open space, e.g. the school hall or playground. Each group needs to be given a number to start counting from, e.g. counting in 9s from 9. Explain that the potato is hot as it just came out of the oven so it needs to be passed on as quickly as possible. The children need to say the name of the person they are passing to, who must then say the next number in the sequence. The next name is then called out (it can be anyone in the circle) and the potato is passed on again.</p>	
	<p>Bingo The children have one of the Bingo Cards each. Read out the questions on the Bingo Questions Sheet and the first child to cross off all of their numbers shouts 'bingo' and is the winner.</p>	

	<p>Square Numbers Children calculate square numbers mentally. They are challenged to see how many they can calculate in three minutes. When the three minutes have passed, they use calculators to check their answers.</p>	
	<p>Factor Race The children stand in a circle in equal groups of about five to eight. The first child in the circle says a two-digit number less than fifty. The next child is then passed the beanbag and they must say a factor of this number. When there are no more factors, the next child in the circle starts it off again with another two-digit number less than fifty. The winning group is the one which passes the beanbag around the whole circle the most times before the game is stopped.</p>	
	<p>Spiders The children roll a dice to generate a number and perform the calculations on each of the spider's legs.</p>	
	<p>Missing Numbers Children calculate the missing numbers in multiplication and division problems on the Starter Ideas Presentation.</p>	
	<p>Arrays Children write as many calculations as they can to describe the arrays on the Starter Ideas Presentation.</p>	
	<p>Remainders Children play in groups of three or four. They roll a dice and the first player to write down a division calculation with that remainder scores ten points. Any other correct calculations score five points. The game can be made more difficult by limiting the divisors the children can use or by rolling more than one dice, totalling them, then finding the remainder.</p>	
	<p>Possibilities Children generate calculations to fit the framework given on the Starter Ideas Presentation.</p>	
	<p>Keywords Children need a piece of paper folded into quarters with add, subtract, multiply and divide written in the boxes (one word in each quarter). The timer starts and they must jot down as many words which mean, or are associated with, each operation as they can in three minutes.</p>	
	<p>Fantastic Fractions! The children use differentiated Fantastic Fractions! Cards to practise finding fractions of numbers.</p>	
	<p>Masterful Multiplication In small groups, each with a Masterful Multiplication board, children roll a dice. They lift a flap with this number on and multiply their number with the number under the flap. The answer closest to 100 wins.</p>	
	<p>Change Machine Children work in pairs to solve the word problems involving money on the Starter Ideas Presentation.</p>	