MATHS FUN GAMES

Grade 2–3 • Printable Activity Pack

Play • Think • Solve • Challenge

A low-prep collection of number games, puzzles, mental-maths challenges and problem-solving activities.

Name: _____ Date: _____

Skills included: addition • subtraction • multiplication • place value • patterns • money • time • measurement • fractions • logic • problem solving

1. Roll & Solve

How to play: Use two dice. Complete each mini-challenge. Roll again if you need a new pair of numbers.

Roll	Question	Answer
1	**Roll two dice. Add them.**	_____
2	**Roll two dice. Multiply them.**	_____
3	**Roll one die. Multiply by 5.**	_____
4	**Roll two dice. Find the difference.**	_____
5	**Roll two dice. Make the larger number × 2.**	_____
6	**Roll two dice. Add 10.**	_____

■ Bonus: Roll three times and add all three totals. Can you beat 30?

2. Number Detective

How to play: Read each clue and write the mystery number.

1. I am greater than 30 and less than 40. My ones digit is 6. Who am I? _____

2. I have 5 tens and 2 ones. Who am I? _____

3. I am 10 more than 47. Who am I? _____

4. I am 5 less than 80. Who am I? _____

5. My digits add to 9. I am between 20 and 30. Who am I? _____

6. I am an even number between 60 and 70. My ones digit is 4. Who am I? _____

■■ Super Sleuth: Write your own 2-clue mystery number for a partner.

3. Crack the Code

How to play: Solve each two-step rule. Write the final number in the Secret Code box.

Start	Step 1	Step 2	Secret Code
3	×4	+2	_____
5	×3	–1	_____
7	×2	+5	_____
8	×5	–4	_____
6	×4	–3	_____
9	×3	+1	_____

■ Final challenge: Use the six answers as a code. Write them in order: _____

4. Place-Value Race

How to play: Complete the table as quickly and accurately as you can.

Number	Hundreds	Tens	Ones	Expanded form
326	___	___	___	_____
504	___	___	___	_____
781	___	___	___	_____
290	___	___	___	_____
615	___	___	___	_____
407	___	___	___	_____

■ Race rule: Give yourself 1 point for every correct row. Can you score 6/6?

5. Odd One Out

How to play: Circle the number that does not belong. Then explain why.

Set	Odd one out	Why?
18, 24, 30, 35	_____	_____
42, 48, 54, 57	_____	_____
15, 20, 25, 31	_____	_____
64, 70, 76, 81	_____	_____
27, 36, 45, 50	_____	_____

■ More than one reason can sometimes be possible. Be ready to explain your thinking!

6. Maths Bingo

How to play: Write the 15 different answers from the answer bank in the 15 empty squares. Keep FREE in the centre. A caller reads each calculation; cover the matching answer. The first player to cover four squares in a straight line (across, down or diagonally) calls BINGO.

Answer bank:

8 • 12 • 14 • 15 • 16 • 18 • 20 • 24 • 25 • 28 • 30 • 32 • 36 • 40 • 45

Write one answer	Write one answer	Write one answer	Write one answer
Write one answer	FREE	Write one answer	Write one answer
Write one answer	Write one answer	Write one answer	Write one answer
Write one answer	Write one answer	Write one answer	Write one answer

Caller cards (read in any order):

4+4=8	6+6=12	7+7=14
3×5=15	8+8=16	9+9=18
4×5=20	6×4=24	5×5=25
7×4=28	5×6=30	8×4=32
9×4=36	5×8=40	9×5=45

Teacher/parent tip: Ask learners to say the calculation and answer aloud.

7. Pattern Power

How to play: Find the rule and continue each number pattern.

Pattern	Continue the pattern
2, 4, 6, 8, ___, ___, ___	_____
5, 10, 15, 20, ___, ___, ___	_____
30, 27, 24, 21, ___, ___, ___	_____
3, 6, 12, 24, ___, ___	_____
100, 90, 80, 70, ___, ___, ___	_____
7, 14, 21, 28, ___, ___	_____

■ Create your own pattern using a rule of +, –, × or ÷: _____

8. Multiplication Maze

How to play: Start at START. Move right, left, up or down. Solve each multiplication fact. Try to reach FINISH using only correct answers.

START	**3×4= ___**	**5×4= ___**	**7×4= ___**
2×6= ___	**6×3= ___**	**8×3= ___**	**9×3= ___**
4×5= ___	**7×5= ___**	**6×5= ___**	**8×5= ___**
3×7= ___	**4×7= ___**	**5×7= ___**	**FINISH**

■ Teacher/parent option: Ask the learner to explain one route aloud.

9. Mini-Shop Money

How to play: Use dollars as a neutral international-marketplace example. Find the change.

Item	Price	You pay	Change
Book	**$6**	**$10**	**$____**
Pencil case	**$8**	**$10**	**$____**
Puzzle book	**$12**	**$20**	**$____**
Game	**$15**	**$20**	**$____**
Notebook	**$7**	**$10**	**$____**

■■ Challenge: You buy the book and notebook. What is the total? $_____

10. Time Travel

How to play: Work out the finishing time. Use an analogue clock or a digital clock if helpful.

Start time	Add	Finish time
2:15	**30 minutes**	_____
9:40	**20 minutes**	_____
11:30	**45 minutes**	_____
3:50	**15 minutes**	_____
6:10	**40 minutes**	_____

■ Challenge: A film starts at 4:20 and lasts 1 hour 30 minutes. When does it finish? _____

11. Measurement Mission

How to play: Choose the most sensible unit. Then estimate and, where possible, measure the real object.

Object	Best unit	Estimate	Actual
Length of a pencil	**cm / m**	_____	_____
Length of a classroom	**cm / m**	_____	_____
Water in a bottle	**mL / L**	_____	_____
Mass of an apple	**g / kg**	_____	_____
Distance between two cities	**m / km**	_____	_____

■ Think: Which unit would be too small or too large for each object?

12. Fraction Fun

How to play: Shade the correct number of equal parts, then write the fraction you shaded.

Fraction	Shade/colour this many equal parts	Write the fraction
1/2	■ ■	_____
1/3	■ ■ ■	_____
1/4	■ ■ ■ ■	_____
3/4	■ ■ ■ ■	_____
2/3	■ ■ ■	_____

■ Challenge: Which is greater: 1/2 or 1/4? Explain: _____

13. Story Problem Sprint

How to play: Read, underline the important information, choose an operation and solve.

1. Mia has 28 stickers and gives 9 away. How many are left? _____

2. A bus has 36 children. 14 get off. How many remain? _____

3. There are 4 bags with 6 apples in each. How many apples? _____

4. Sam saves $5 each week for 6 weeks. How much does Sam save? $_____

5. A library has 45 books. 18 are borrowed. How many remain? _____

6. There are 3 teams with 8 players each. How many players? _____

✏ Show your working for any two problems.

14. Target Number Challenge

How to play: Use at least two numbers and operations to make each target. Different answers are possible.

Target	Make it using +, –, × or ÷
24	_____
36	_____
42	_____
50	_____
60	_____

Example: Target 20 → 4 × 5

15. Logic Chain

How to play: Solve the clues in order. Use your answer from one line to help solve the next.

Clue	Answer
Lina has more than 20 but less than 30. Her number is even.	_____
Ben's number is 10 more than Lina's.	_____
Kai's number is 5 less than Ben's.	_____
Mia's number is double Kai's.	_____

■ Explain: How did you know Lina's number? _____

16. Speedy Mixed Maths

How to play: Try to solve all eight questions without a calculator.

Q	Question	Answer
1	67 + 28 =	_____
2	94 – 37 =	_____
3	7 × 6 =	_____
4	Half of 18 =	_____
5	1 hour = ___ minutes	_____
6	$20 – $13 =	_____
7	What is the value of 5 in 352?	_____
8	Round 47 to the nearest 10.	_____

■ Score: _____ / 8

ANSWER KEY

1. Roll & Solve: Answers vary because dice rolls vary.
2. Number Detective: 36; 52; 57; 75; 27; 64.
3. Crack the Code: 14; 14; 19; 36; 21; 28.
4. Place-Value Race: 326 = 3 hundreds, 2 tens, 6 ones, 300+20+6; 504 = 5,0,4, 500+4; 781 = 7,8,1, 700+80+1; 290 = 2,9,0, 200+90; 615 = 6,1,5, 600+10+5; 407 = 4,0,7, 400+7.
5. Odd One Out: 35; 57; 31; 81; 50. (Reasons may vary, but each is the only odd number in its set.)
6. Maths Bingo: Teacher/parent checks completed grid and called facts.
7. Pattern Power: 10,12,14; 25,30,35; 18,15,12; 48,96; 60,50,40; 35,42.
8. Multiplication Maze: All multiplication facts shown should be solved; route can vary depending on the learner's chosen path.

ANSWER KEY • CONTINUED

9. Mini-Shop Money: $4; $2; $8; $5; $3. Book + notebook = $13.
10. Time Travel: 2:45; 10:00; 12:15; 4:05; 6:50. Film: 5:50.
11. Measurement Mission: Pencil = cm; classroom = m; bottle = mL/L depending on size; apple = g; cities = km. Estimates/actuals vary.
12. Fraction Fun: Shade 1 of 2; 1 of 3; 1 of 4; 3 of 4; 2 of 3. 1/2 is greater than 1/4.
13. Story Problem Sprint: 19; 22; 24; $30; 27; 24.
14. Target Number Challenge: Answers vary. Example: 24 = 6×4; 36 = 6×6; 42 = 7×6; 50 = 5×10; 60 = 6×10.
15. Logic Chain: Lina can be 22, 24, 26 or 28, so the chain has multiple valid solutions. Ben is Lina+10; Kai is Ben–5; Mia is 2×Kai. Accept any values that satisfy all clues.
16. Speedy Mixed Maths: 95; 57; 42; 9; 60; $7; 50; 50.

SUPER MATHS PLAYER

This certificate is awarded to: _____

for completing the Maths Fun Games Pack!