| 1 | 2 | 3 | 4 | 5 |
| :---: | :---: | :---: | :---: | :---: |
| 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 |

For each number, you have to write three questions of varying degree of difficulty.

You can have different numbers on your grid, for instance you can have decimal numbers or multiples of $10 \ldots$

| 1 | 2 | 3 | 4 | 5 |
| :---: | :---: | :---: | :---: | :---: |
| 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 |



Feb 17-21:57

You are creating a game for the next Year 6 class that will be laminated and then used as a revision tool for calculations and properties of numbers.

Terms to use:

- prime number
- square number
- cubic number
- multiple
- factor
- prime factor

Calculations to use:

- addition
- subtraction
- multiplication
- division
- two- and three-step calculations

| 1 | 2 | 3 | 4 | 5 |
| :---: | :---: | :---: | :---: | :---: |
| 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 |

$$
1.5+5.5
$$

A prime number between 5 and 10 and a factor of 28.

$$
2(10 n-40)=60 \quad n=? ? ?
$$

How to go about it:

- Decide on the 25 numbers to put into your grid. Put them in order, starting with the smallest.
- Then write the first number into your book. Below you write three questions, each one getting progressively harder.
- Be sensible - all questions have to be answered using mental calculations.
- Then pick the second number ...
- When you finished five numbers (that would make it 15 number sentences or word questions), check for spelling and punctuation and accuracy.
- When you finished all 25 numbers, copy everything out neatly onto the grid and the question cards.

