

Welcome!

This is the second in a series of teaching aids designed by teachers for teachers at Level 3. The worksheets are designed to support the delivery of the National Curriculum in a variety of teaching and learning styles. They are not designed to take the pedagogy away from the teacher. The worksheets are centred around the shown level, but spiral from the level below to the level above. Consult the National Numeracy Strategy for definitive National Curriculum levels. They can be used by parents with the support of the on-line help facility at www.10ticks.co.uk.

Contents and Teacher Notes.

This pack is concerned with the four rules of number. The 'no calculator' sign indicates that either mental calculations or pen and paper calculations are appropriate for the worksheet.

- Pages 3/4. **Number Pyramids.**
The theme of pyramid addition and subtraction will appear in later levels. Here you can practice the style of the questions. To find a brick number add the two bricks below it. As the sheet progresses the pyramids get larger and subtraction has to be used to find some of the missing bricks.
- Pages 5/6. **Magic Squares.**
Its an old idea, but a favourite!
- Pages 7/8. **Addon-agons.**
Various polygons that use addition and subtraction to solve them. Questions 25 to 32 require some trial and improvement techniques to solve them.
- Pages 9/10. **Addition and Subtraction 1/2.**
Wordsearch problems. Do the sum, write the answer in words and then find it in the grid. Good to check the spellings of numbers. The numbers used in both sheets are the number range 1 to 36. Pupils may need the spelling sheet or put reminders of the spellings on the board.
- Pages 11/12. **Star Maze (Add).**
Puzzles. Find the route across the star that adds to the correct total. There may be more than one correct answer. These make ideal wall display material. Get pupils to make and decorate their own.
- Pages 13/14. **Star Maze (Take Away).**
As above.
- Page 15. **Four in a Line-Take Away 1.**
This is an introduction to the 'four in a line'. The pupils should be confident about the maths skills involved - subtraction of two numbers generated from a die. This enables them to concentrate on the rules of the game and to start thinking of strategies that can be employed.
- Page 16. **Four in a Line-Addition.**
Game of addition. Number bonds up to 12.
- Page 17. **Four in a Line-Take Away 2.**
Game of subtraction. Pick two numbers from the box and subtract the smaller from the larger. The numbers used are 3, 5, 8, 12, 17, 23, 30, 38 and 47.
- Page 18. **Hex.**
A game of addition/subtraction. Pick two numbers from the box and either add or subtract them. The numbers are 2, 5, 7, 9, 14, 20, 27 and 35. Cover the answer on the grid with a counter and make a route across the board to win.

- Page 19/20. **Star Wars (Add/Take Away).**
Games of addition and subtraction. Players move a single counter around the board keeping a running total. The person to go above the given number loses. For pupils who finish early change the totals.
- Pages 21/22. **Wheels.**
Another form of practice for addition and subtraction. Each wheel concentrates on a different number bond.
- Page 23. **Hit 35.**
A game of 'shove penny'. Pupils keep a running total and the first to 35 wins. Easy to adapt. Change the target number, or work down from a target number to nought.
- Pages 24/25. **Some Products 1/2 !!**
A mental exercise finding products (times) and sums (add) of given numbers. In the second worksheet the sum and product are given and pupils have to find the two starting numbers.
- Pages 26. **Hex- a Multiplying Game.**
The game of hex adapted for multiplication. Pupils should know the 2, 3, 4, 5 and 10 timestables.
- Pages 27/28. **Word Search 1/2 (Times and Divide).**
Work out the answers, write them as words and find them in the grid. Pupils may need the spelling sheet or put reminders of key spellings on the board.
- Pages 29/30. **Multiplogons.**
Similar to the addlogons but with multiplication and division based around the 2, 3, 4, 5 and 10 timestables.
- Pages 31/32. **Multiplication Grids.**
Multiplying numbers involving a grid. Progression is made line by line. Division is necessary to complete the later grids.
- Pages 33/34. **Amazing Odd Numbers/Amazing Even Numbers.**
Follow the odd and even numbers through the mazes to find the treasure! Colour in the odd and even numbers to find all the pathways.
- Pages 35-38. **Amazing Number Three/Four/Five/Ten.**
Follow the timestables through the mazes to find the treasure! Colour in the timestables to find all the pathways.
- Pages 39-42. **Balloon Race 1/2/3/4.**
Game involving multiples. Two dice need to be used. It is suggested that if dice numbered 0, 1, 2, 3, 4, and 5 are used rather than the traditional dice (or a combination). The reason being that in the first game common multiples of 5 and 2 are the 10 timestable, and this cannot be generated from two traditional dice.

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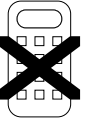
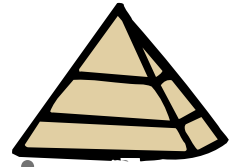
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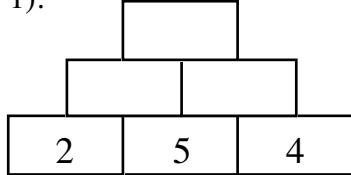


Number Pyramids.

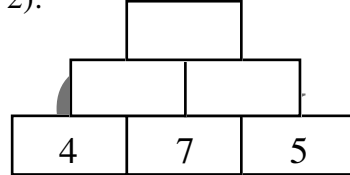


To find the next number, **add** the two bricks below it.
Copy each pyramid and fill in the missing numbers.

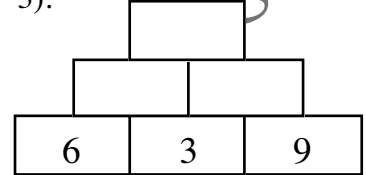
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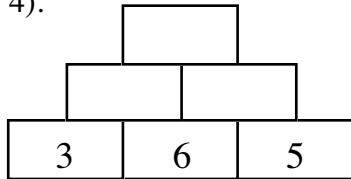
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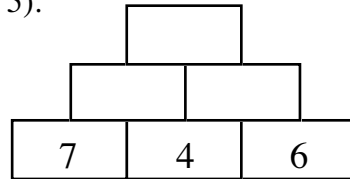
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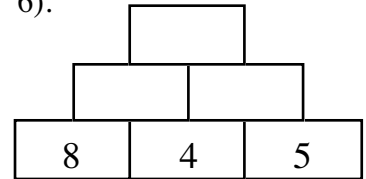
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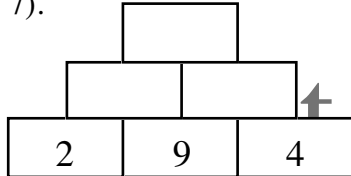
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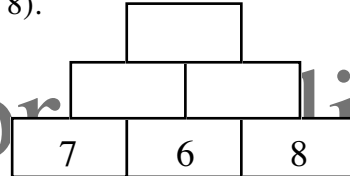
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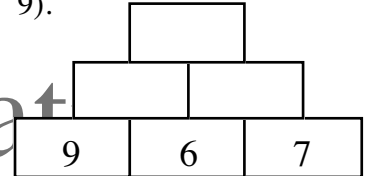
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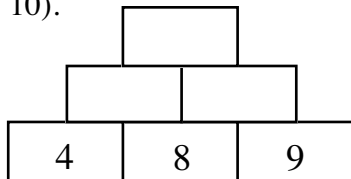
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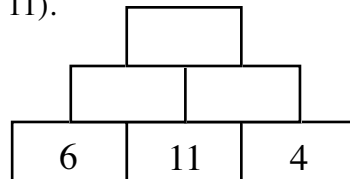
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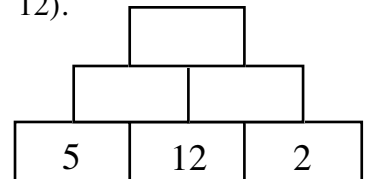
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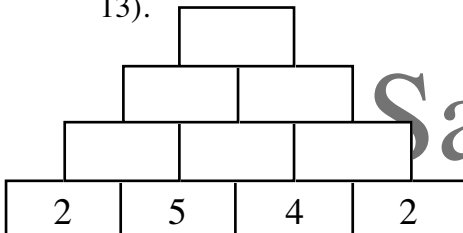
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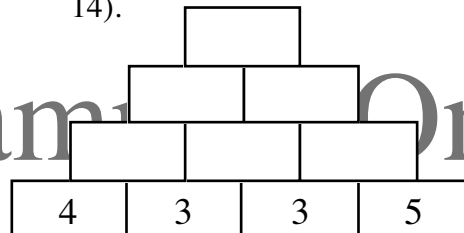
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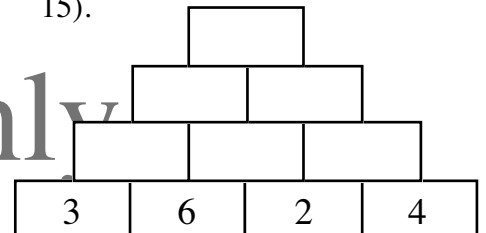
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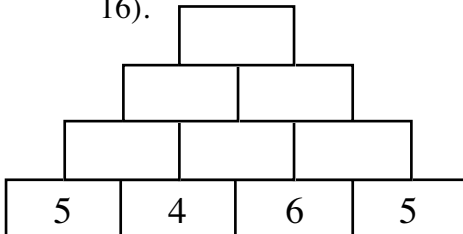
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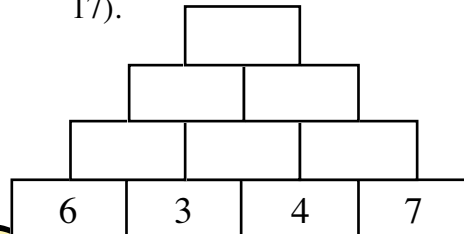
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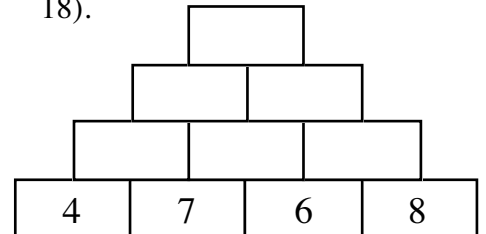
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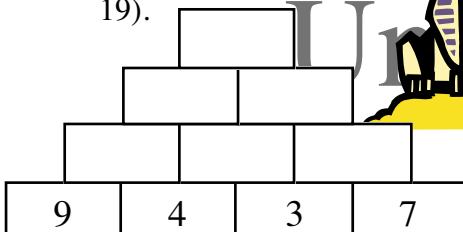
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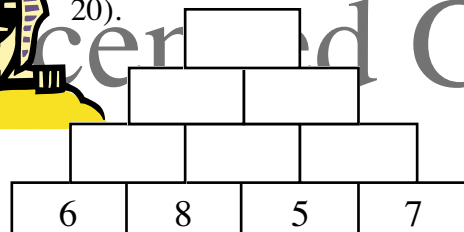
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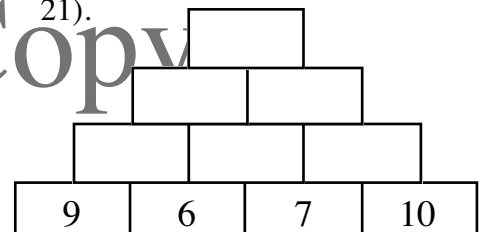
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20).



21).





Magic Squares.



In a Magic Square the rows, columns and diagonals **each adds up** to the same number. This is the **Magic Number**.
Complete the following Magic Squares and find their Magic Numbers.

1).

2	3	4
	3	

Magic Number = ____

2).

3	3	
	4	1
		5

Magic Number = ____

3).

7	5	3
4		

Magic Number = ____

4).

3		
	4	2
		5

Magic Number = ____

5).

		2
4	4	7

Magic Number = ____

6).

		4
	6	6
8		

Magic Number = ____

7).

3	9	3
	1	

Magic Number = ____

8).

4		
9		
5		8

Magic Number = ____

9).

2	9	4
	1	

Magic Number = ____

10).

		9
		1
	7	8

Magic Number = ____

11).

8	6	4
		7

Magic Number = ____

12).

		9
	7	
5		8

Magic Number = ____

13).

	11	5
	6	
	1	

Magic Number = ____

14).

		8
	7	
6	5	

Magic Number = ____

15).

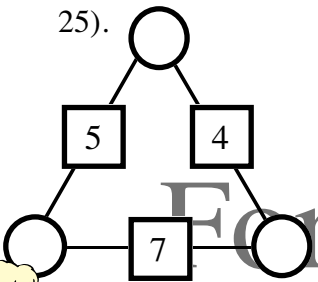
		9
7	5	12

Magic Number = ____

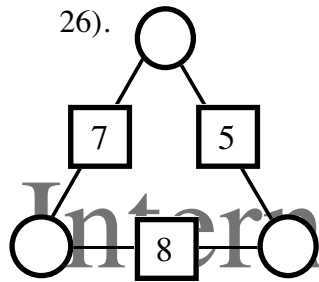




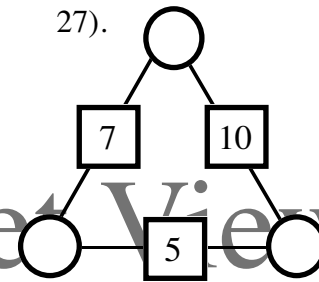
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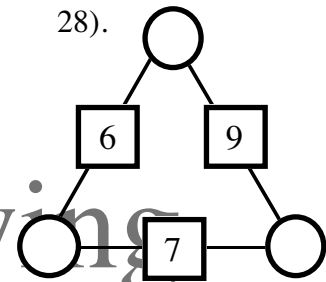
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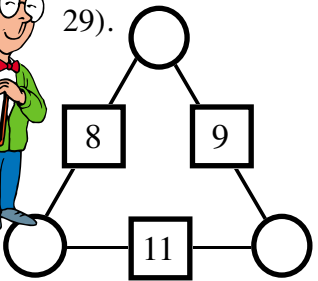
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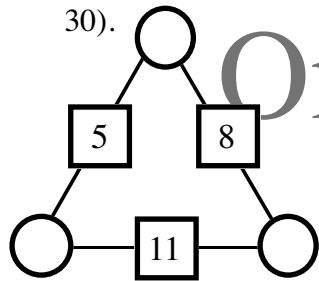
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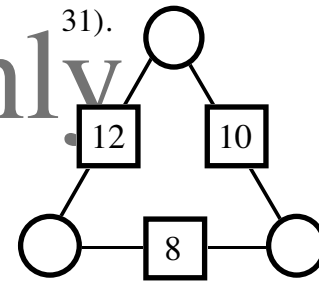
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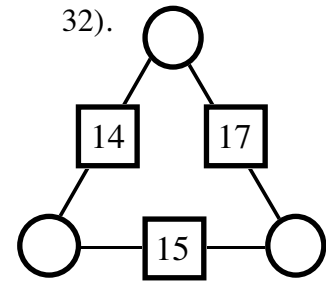
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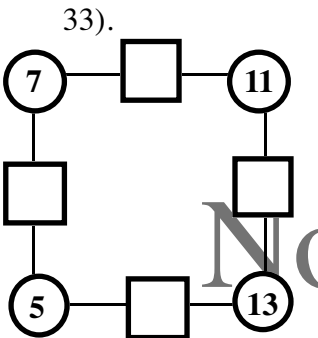
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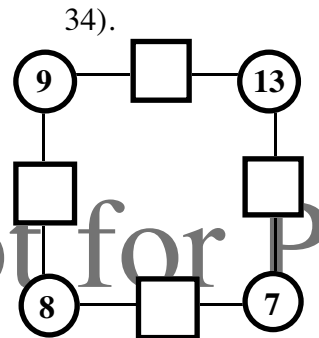
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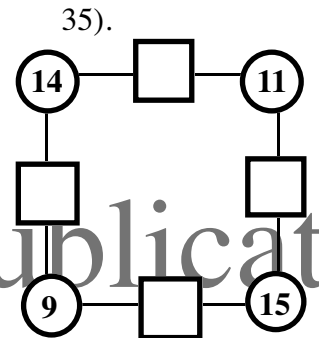
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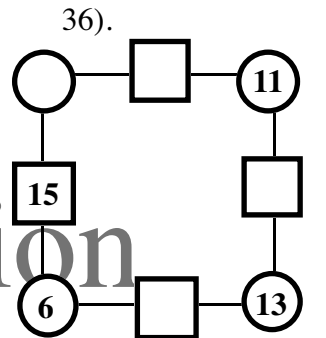
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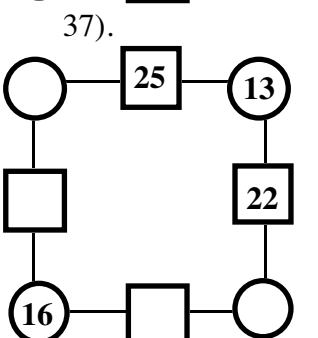
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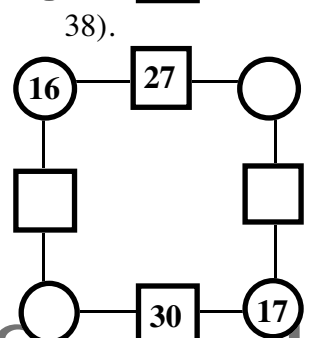
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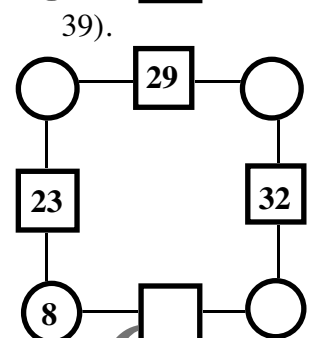
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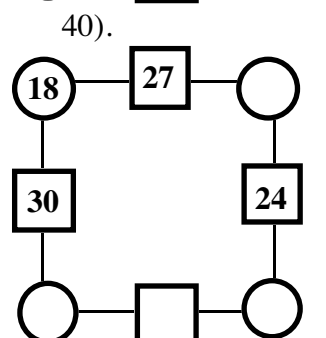
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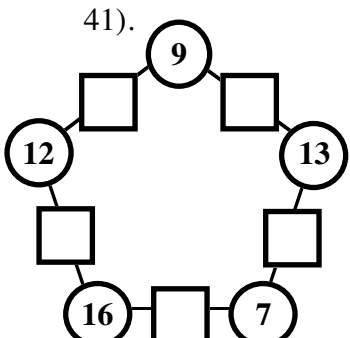
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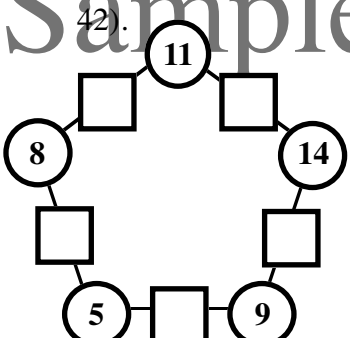
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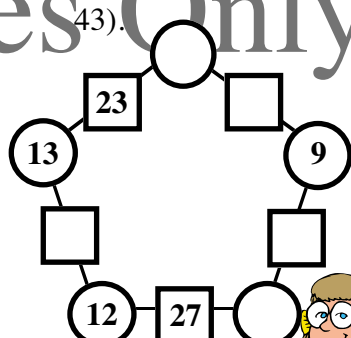
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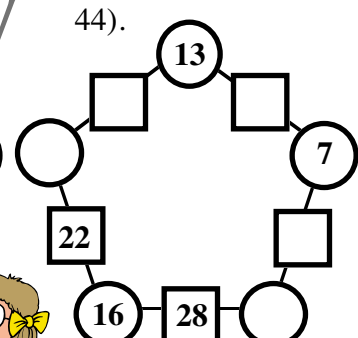
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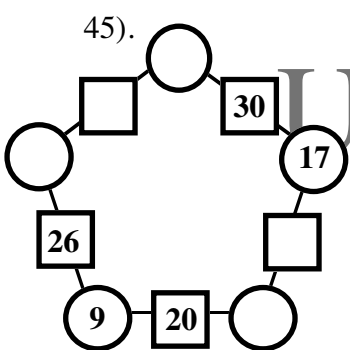
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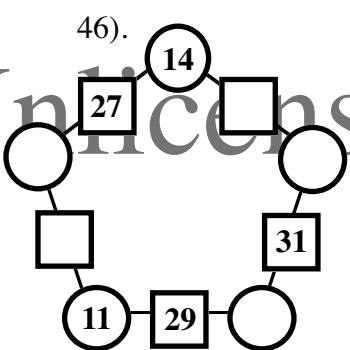
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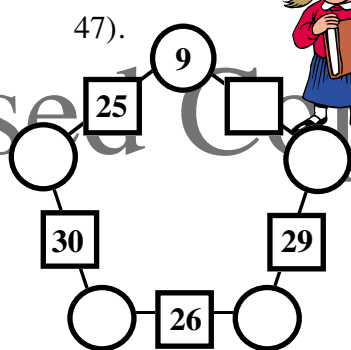
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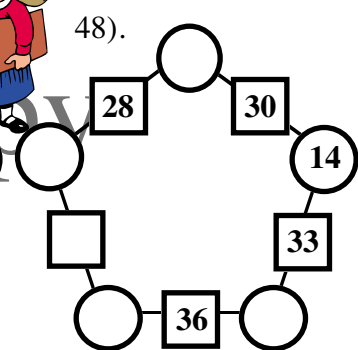
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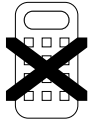


47).



48).





Addition and Subtraction 2.

Solve the sum and write the answer in **words** in the space provided.

Now search for the words in the answer grid below, the answer may be in any direction!!

The first one has been done for you.

- 1). $5 + 4 + 2 =$ ELEVEN
- 2). $7 + 3 + 4 =$ _____
- 3). $4 + 5 - 6 =$ _____
- 4). $5 - 2 + 6 =$ _____
- 5). $7 + 5 =$ _____
- 6). $20 - 7 =$ _____
- 7). $14 - 7 - 6 =$ _____
- 8). $9 + 4 + 2 =$ _____
- 9). $10 + 14 =$ _____
- 10). $11 + 9 + 10 =$ _____
- 11). $17 - 8 - 4 =$ _____
- 12). $6 + 7 + 4 =$ _____
- 13). $10 + 11 =$ _____
- 14). $16 - 11 - 3 =$ _____
- 15). $15 + 5 + 5 =$ _____
- 16). $14 + 6 + 11 =$ _____
- 17). $20 - 16 =$ _____
- 18). $7 + 5 + 7 =$ _____

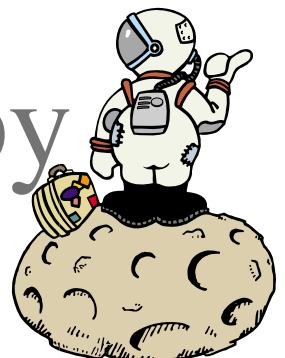
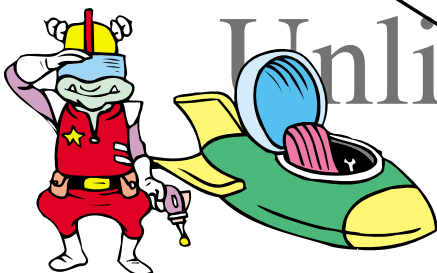
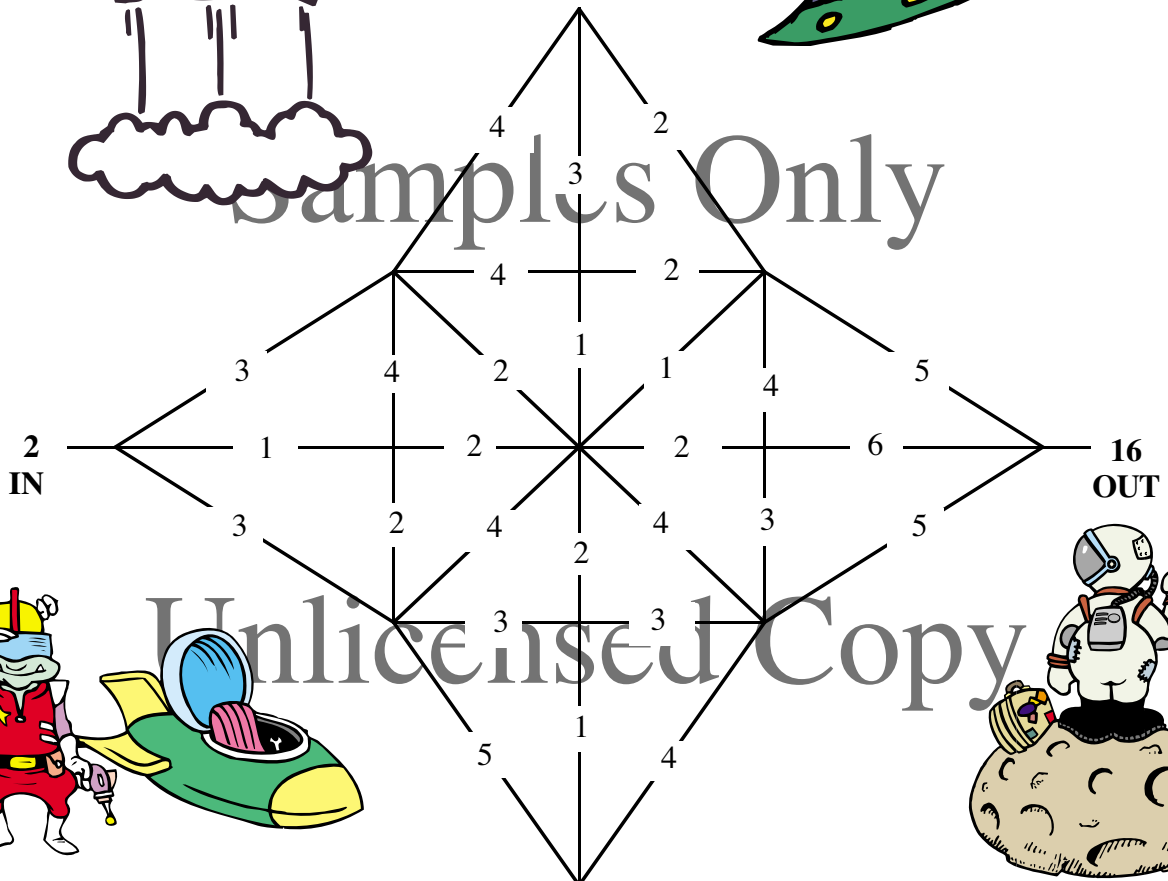
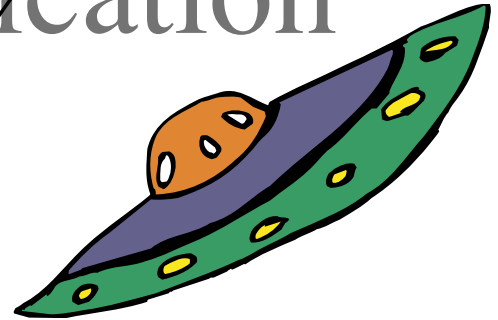
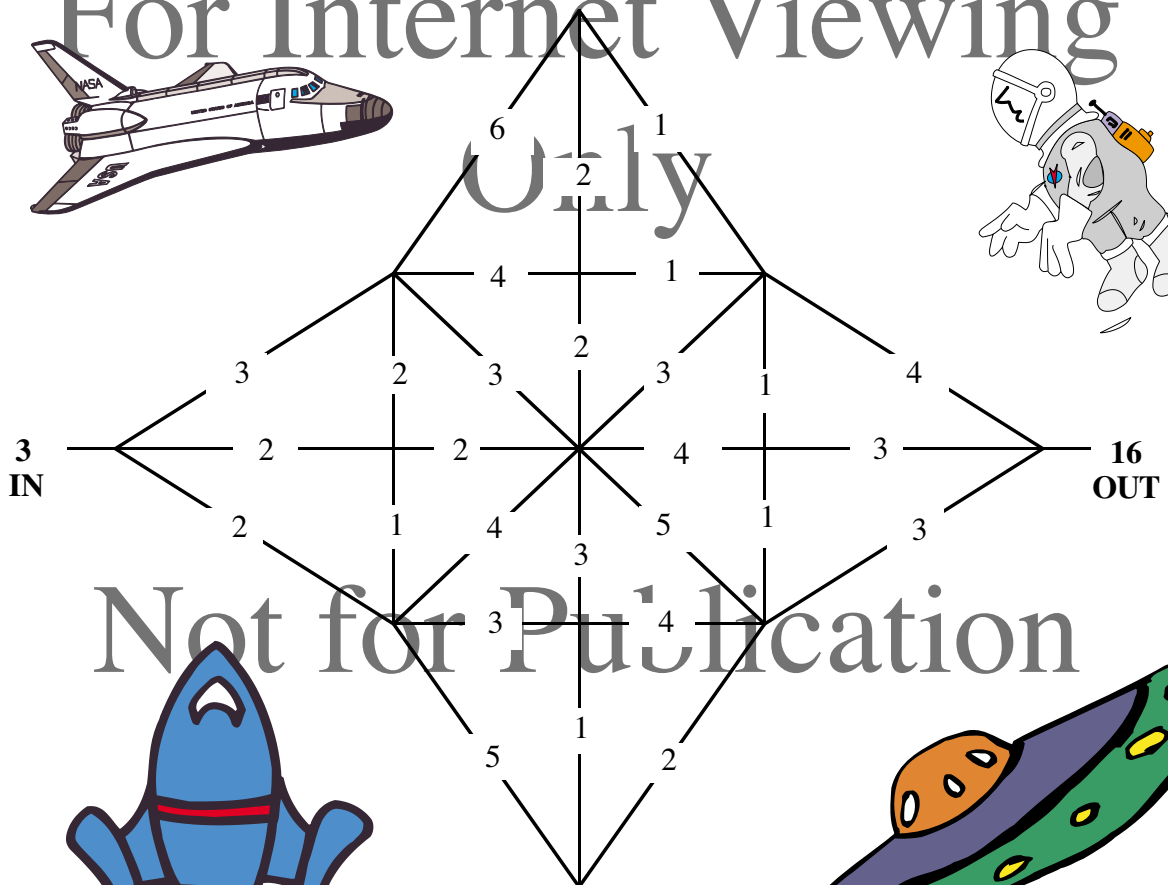
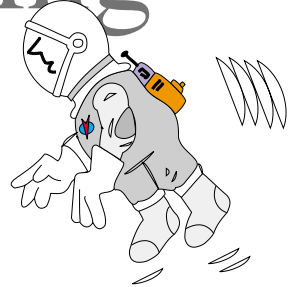
- 19). $20 - 13 =$ _____
- 20). $21 + 13 =$ _____
- 21). $17 + 11 =$ _____
- 22). $20 - 7 - 3 =$ _____
- 23). $13 + 22 =$ _____
- 24). $6 + 9 + 7 =$ _____
- 25). $18 - 7 - 5 =$ _____
- 26). $20 - 7 + 3 =$ _____
- 27). $14 + 16 + 2 =$ _____
- 28). $7 + 9 + 2 =$ _____
- 29). $13 + 16 =$ _____
- 30). $9 + 11 =$ _____
- 31). $9 + 14 + 4 =$ _____
- 32). $17 - 12 + 3 =$ _____
- 33). $17 + 12 + 7 =$ _____
- 34). $20 - 3 + 6 =$ _____
- 35). $13 + 13 =$ _____
- 36). $12 + 13 + 8 =$ _____



T	W	E	N	T	Y	E	I	G	H	T	S	I	X	T	E	E	N
H	H	P	S	H	A	I	O	X	F	W	Z	D	Q	P	B	F	A
I	C	I	D	I	J	G	K	T	W	E	N	T	Y	F	O	U	R
R	S	B	R	R	K	H	P	B	Z	N	J	W	G	U	J	S	N
T	H	I	R	T	Y	I	W	O	N	T	B	A	R	D	C	E	Z
Y	O	Z	F	E	Y	E	W	Q	E	Y	D	P	U	B	E	S	T
T	H	R	E	E	Z	E	P	C	V	S	P	X	O	T	S	O	E
H	W	F	K	N	I	N	E	T	E	E	N	E	F	O	E	W	N
R	Z	E	S	W	A	K	D	C	L	V	A	I	Y	E	V	T	B
E	N	I	N	P	B	X	G	D	E	E	F	G	T	N	E	Y	T
E	S	C	Q	T	W	E	L	V	E	N	Z	H	R	O	N	T	W
T	H	I	R	T	Y	F	I	V	E	D	A	T	I	Y	T	N	E
F	I	V	E	X	J	N	A	D	M	Z	J	B	H	T	E	E	N
S	I	X	C	A	B	Q	I	E	V	I	F	Y	T	N	E	W	T
O	T	H	I	R	T	Y	O	N	E	X	P	T	W	E	N	T	Y
T	W	E	N	T	Y	T	H	R	E	E	C	B	Z	W	N	A	X
S	E	V	E	N	B	A	Z	T	W	O	O	A	X	T	P	O	I
P	N	E	E	T	R	U	O	F	T	H	I	R	T	Y	S	I	X

Every time you go along a line you must **add** that number.

Write down a path that gives you the correct OUT answer.





Four in a Line - Take Away 2

Pick any two numbers from the box below.

Subtract the smaller from the larger number.

Cover up the answer on the big grid below.

If it is already covered- hard luck !

If that number is on the grid twice you may cover **one** of them only.

The first person to get 4 counters in a line in any direction wins.

A calculator can be used to check answers.



38	23	5	47	30
17	8	3	12	

35	14	15	27	44	20
24	17	25	30	33	9
22	7	9	30	15	13
18	42	26	7	2	12
4	21	3	11	8	18
35	15	6	9	39	5



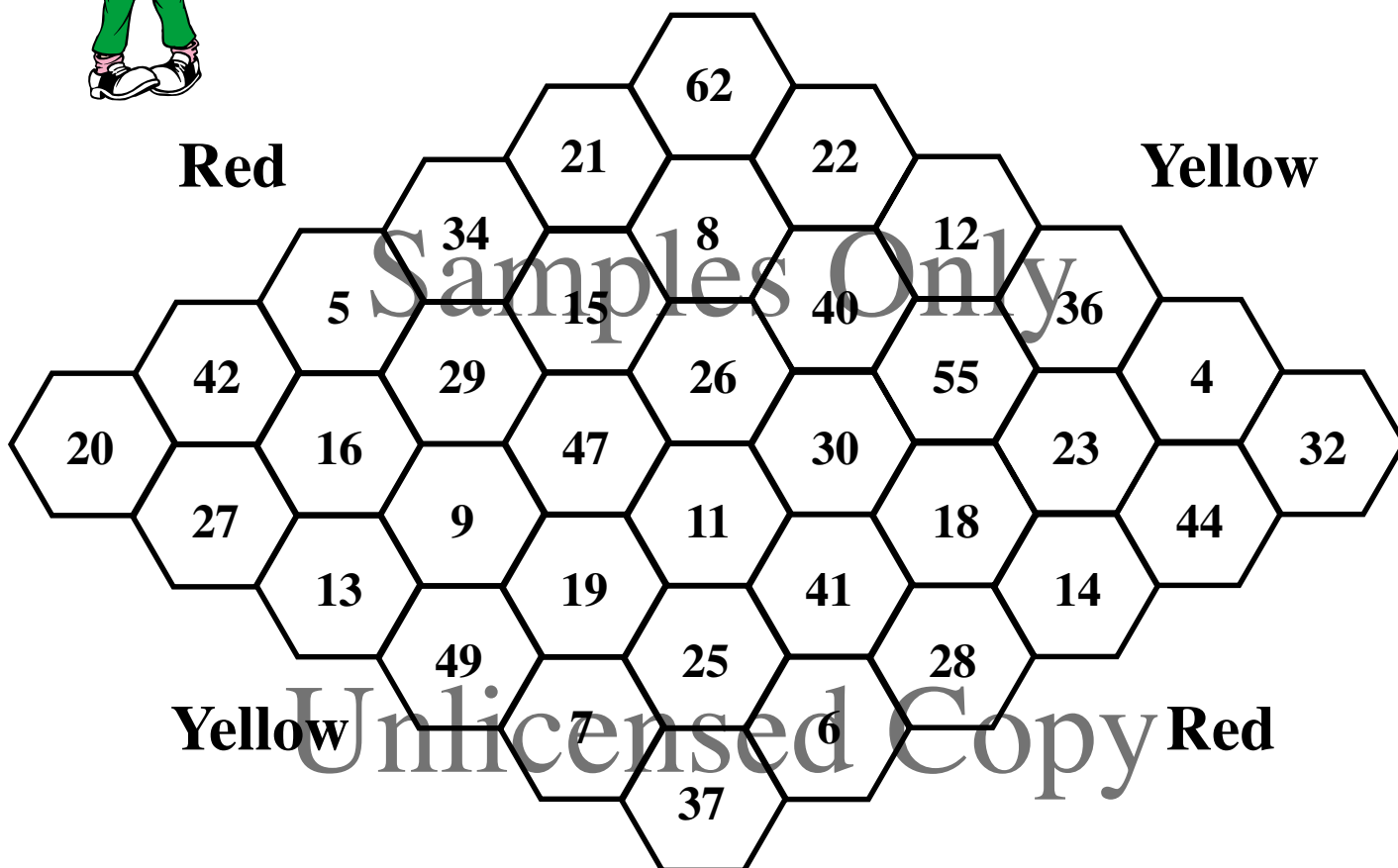
HEX.



Rules : Two players, one with red and the other with yellow counters.
Take it in turn to pick two numbers from the box and **add** them or **subtract** them in your head.
Say it. The other player checks it on a calculator. If the player is correct and the number is on the board it is covered with the counter.
If it is already covered - hard luck!
If you get the sum wrong miss that go.
The winner is the first to make a connected path between their two sides of the board.



2	5	7	9
14	20	27	35





Star Wars (Add).

Both players use the same counter.
One player puts the counter on any of the circles and says it aloud.
The other player slides the counter along one of the lines to another number.

This player adds the number on and says the new total.

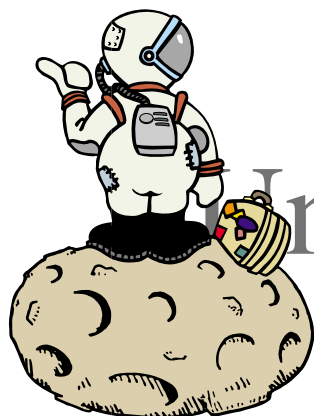
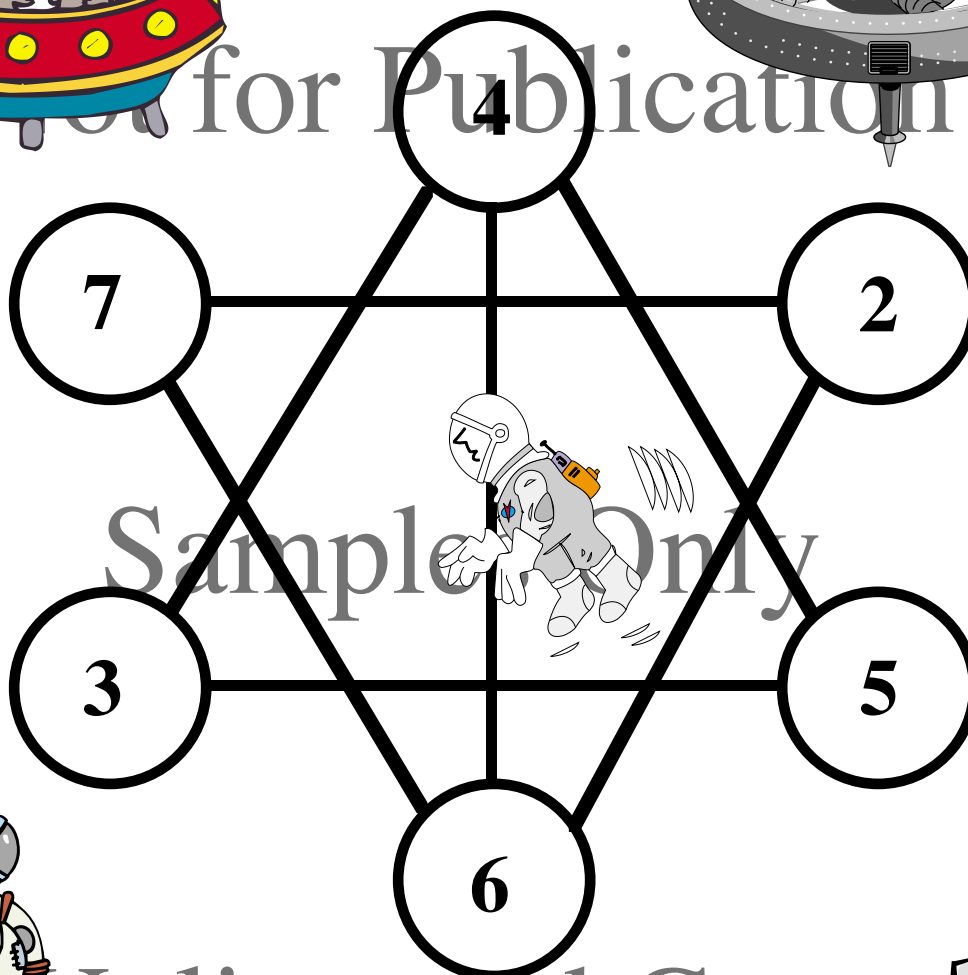
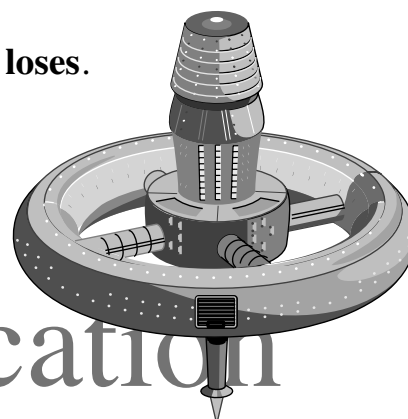
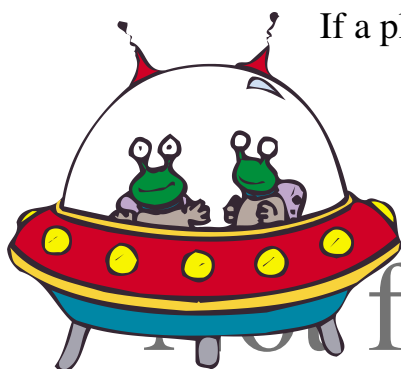
If this is wrong the player loses instantly.

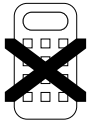
Play continues by each player taking alternate turns.

The game goes on until one player reaches the total of 70.

That person is the winner.

If a player goes **over 70** that player **loses**.





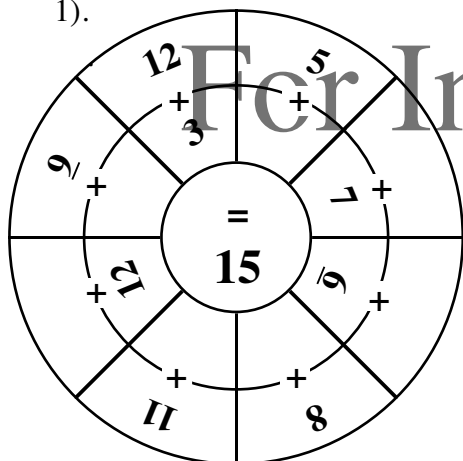
Wheels.

Start in the outer ring and read inwards to make a sum. The first sum in the first wheel has been done for you. Fill in all the missing gaps.

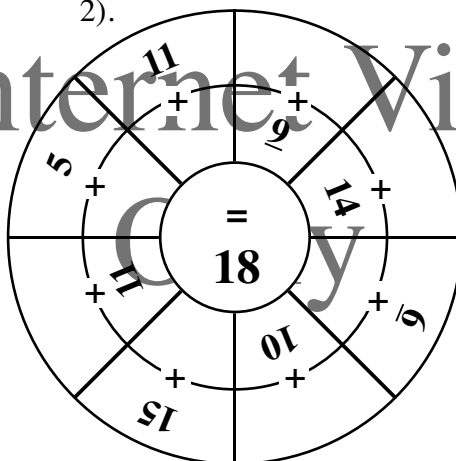


Add Wheels.

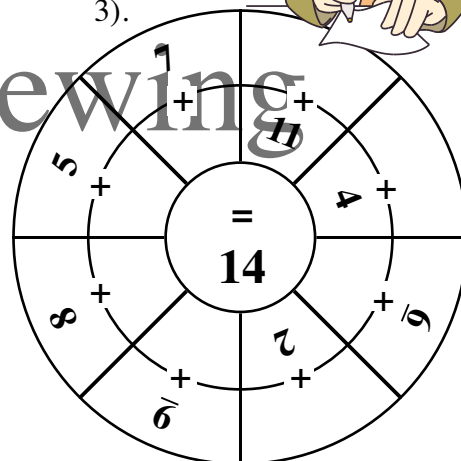
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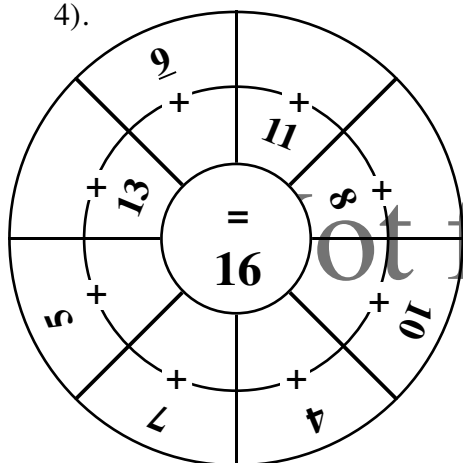
2).



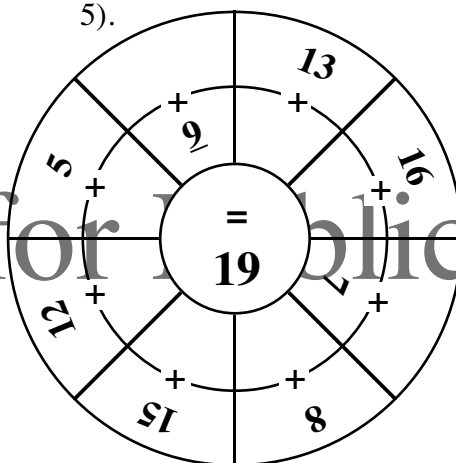
3).



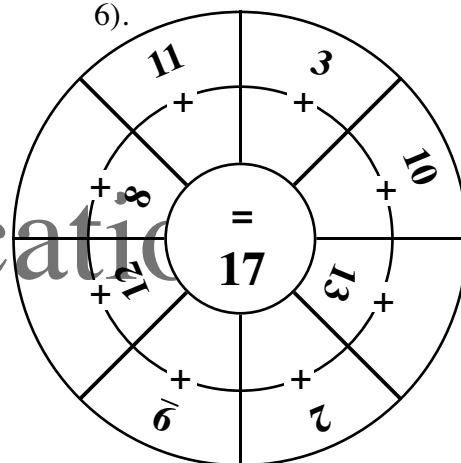
4).



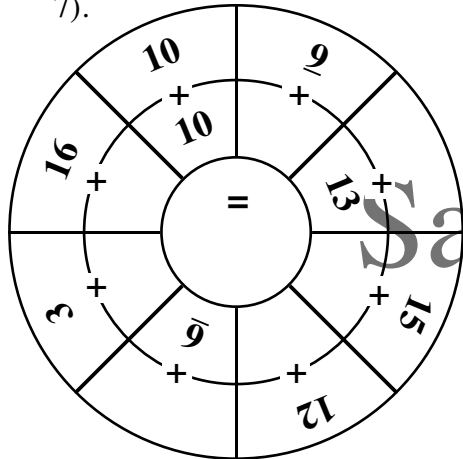
5).



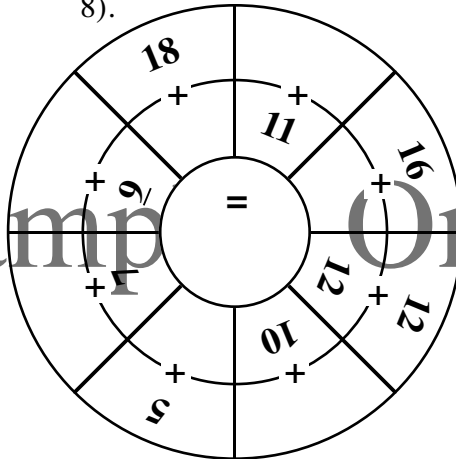
6).



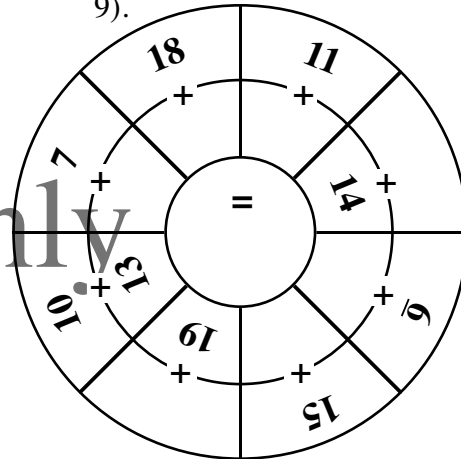
7).



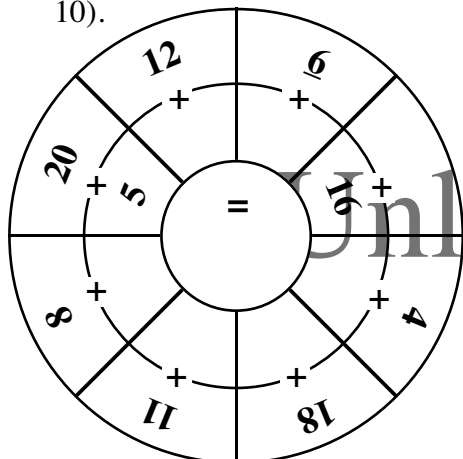
8).



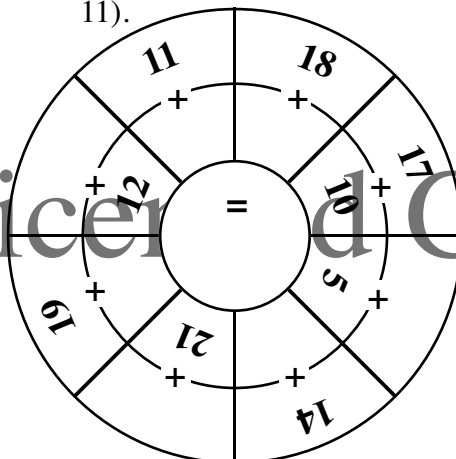
9).



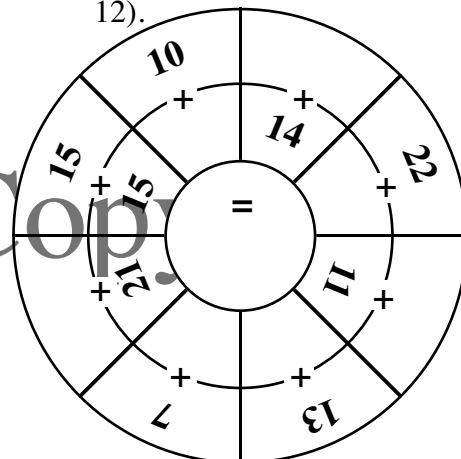
10).



11).

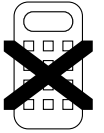


12).





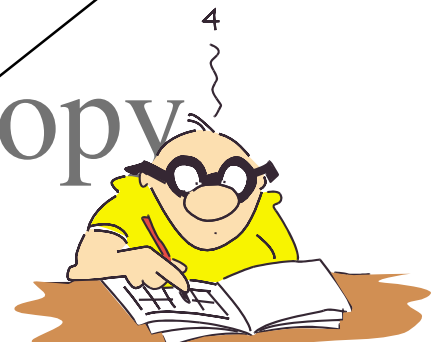
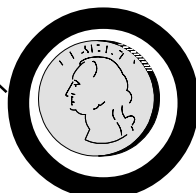
Hit 35.

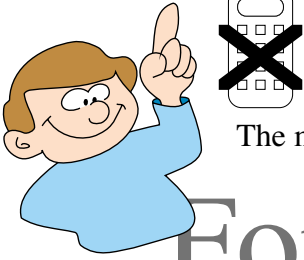


Put a penny where shown.
Flick it forward with your nail.

The number it lands on is how many points you get.
If it touches any lines you get 1 point. Take it in turns.
The first to get 35 points or over wins.

2	6	Only 2	7	2
	4	10	3	
	3	2	3	
2	Samples Only			2





Some Products 1 !!



The middle two numbers are used to work out the top and bottom numbers.

The top number is the product (**times**) of the numbers.

The bottom number is the total (**add**) of the numbers.

Fill in the missing numbers.

1).

Times

3	2

Add

2).

5	4

Add

3).

6	2

Add

4).

4	3

Add

5).

2	5

Add

6).

Times

1	4

Add

7).

7	3

Add

8).

7	5

Add

9).

2	3

Add

10).

9	2

Add

11).

Times

10	6

Add

12).

9	3

Add

13).

3	3

Add

14).

4	10

Add

15).

7	2

Add

16).

Times

	2

Add

17).

	3

Add

18).

16	
4	

Add

19).

6	

Add

20).

	10

Add

21).

Times

10	
5	

Add

22).

18	
	3

Add

23).

	4
11	

Add

24).

8	
13	

Add

25).

70	
7	

Add

26).

Times

14	
	2

Add

27).

3	
11	

Add

28).

16	
4	

Add

29).

20	
	4

Add

30).

10	
17	

Add

31).

Times

	4
13	

Add

32).

55	
	11

Add

33).

12	
14	

Add

34).

25	
	5

Add

35).

	8
18	

Add

36).

Times

45	
9	

Add

37).

	4
15	

Add

38).

36	
	3

Add

39).

60	
5	

Add

40).

48	
12	

Add



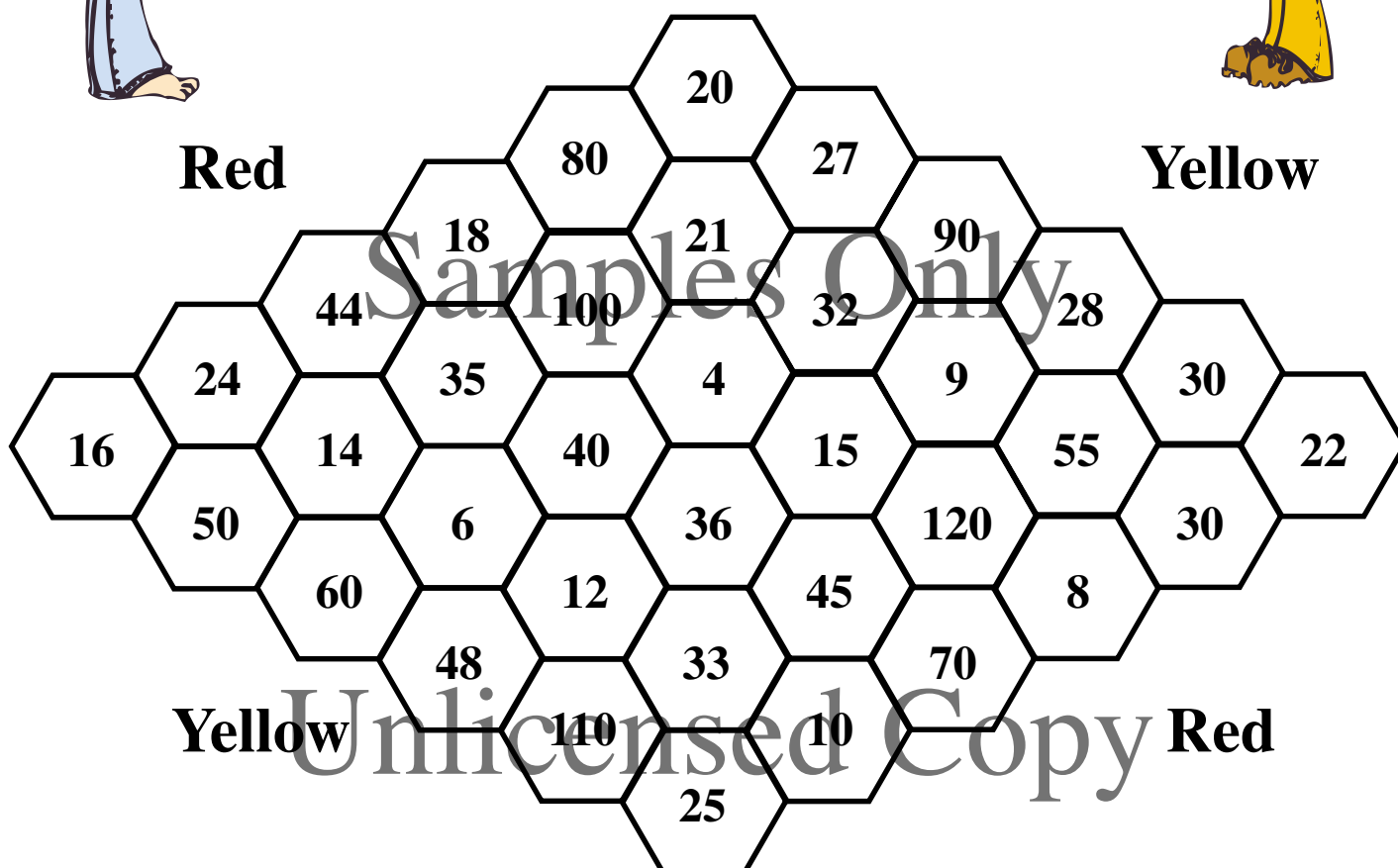
HEX- a Multiplying Game

For Internet Viewing

Rules : Two players, one with red and the other with yellow counters.
Take it in turn to pick two numbers (or the same number twice)
from the box and **multiply them in your head**.
Say it. The other player checks it on a calculator. If the player is
correct and the number is on the board it is covered with the counter.
If it is already covered - hard luck!
If you get the sum wrong miss that go.
The winner is the first to make a connected path between
their two sides of the board.



2	3	4	5
6	7	8	
9	10	11	12





Word Search 1 (Times and Divide).

Solve the sum and write the answer in **words** in the space provided.

Now search for the words in the answer grid below, the answer may be in any direction!!

The first one has been done for you.

- For Internet Viewing Only
- | | | | | | |
|--------------------|---|-----|---------------------|---|--|
| 1). $10 \div 5$ | = | TWO | 16). 3×9 | = | |
| 2). 5×2 | = | | 17). $15 \div 5$ | = | |
| 3). 3×5 | = | | 18). 4×7 | = | |
| 4). 2×10 | = | | 19). 6×10 | = | |
| 5). 5×6 | = | | 20). $36 \div 4$ | = | |
| 6). 4×3 | = | | 21). 5×7 | = | |
| 7). 8×2 | = | | 22). 3×12 | = | |
| 8). 3×6 | = | | 23). 9×5 | = | |
| 9). $20 \div 5$ | = | | 24). 10×8 | = | |
| 10). 5×5 | = | | 25). 12×4 | = | |
| 11). $50 \div 10$ | = | | 26). 5×11 | = | |
| 12). 2×11 | = | | 27). 10×10 | = | |
| 13). 4×6 | = | | 28). $28 \div 4$ | = | |
| 14). $40 \div 5$ | = | | 29). 8×4 | = | |
| 15). 10×4 | = | | 30). $18 \div 3$ | = | |
- Not for Publication

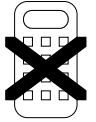


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T	W	O	A	T	H	I	R	T	Y	T	W	O	E	B	K	C	T
W	W	G	L	W	D	K	P	A	Q	W	C	G	I	C	L	W	N
E	A	E	K	E	I	G	H	T	C	E	J	V	G	A	E	M	E
N	C	D	N	N	G	L	J	M	Q	N	D	P	H	N	I	N	E
T	W	E	N	T	Y	T	W	O	P	T	A	Q	T	A	G	I	T
Y	C	N	A	Y	Y	D	H	A	N	Y	W	Y	Y	W	H	N	X
E	K	E	J	F	G	S	B	I	V	B	F	W	Q	P	T	E	I
I	A	E	L	I	C	M	E	G	R	O	F	I	B	G	E	B	S
G	C	T	B	V	D	P	M	V	U	T	C	P	V	K	E	L	C
H	J	F	M	E	S	I	X	R	E	Q	Y	N	T	E	N	A	F
T	H	I	R	T	Y	F	I	V	E	N	K	S	H	K	L	S	O
A	L	F	C	A	M	J	C	A	P	Q	T	J	I	A	C	E	R
B	T	W	E	L	V	E	L	K	B	X	H	M	R	X	B	V	T
D	K	A	M	Y	B	A	P	J	Q	M	R	G	T	M	R	E	Y
F	O	R	T	Y	E	T	G	H	T	L	E	A	Y	U	J	N	F
P	C	R	B	K	D	L	B	K	J	A	E	C	O	B	K	A	I
A	O	N	E	H	U	N	D	R	E	D	J	F	G	T	E	N	V
F	J	D	S	I	X	T	Y	C	F	I	F	T	Y	F	I	V	E



Multiplagons.



Rule: Times the numbers in the two circles to get the number in the square **between them**. No number is used twice.
Complete the diagrams. The first one has been partly done to help you.

1).

2).

3).

4).

5).

6).

7).

8).

9).

10).

11).

12).

13).

14).

15).

16).

17).

18).

19).

20).

21).

22).

23).

24).



Remember, fill in all the spaces in the multiplication grids.
These are harder!



13).

X	10	3		
		15		
8				32
9		45		
				24

14).

X	8	7		
10				
3		12		
	12		8	
				28

15).

X	2	3		
6	24			
	20		25	
9				
			40	

16).

X		3		
8	40			32
6		60		
			40	
		27		

17).

X		2		
		8		
	3		24	
10			90	
	14			16

18).

X		4	6	
	24			27
				45
2				
	32	16		

19).

X		10		
		70	28	
5	25			15
	45			
	40			

20).

X				
		70		28
	6		60	
8	24			
	27		45	

21).

X				3
8			40	
		90	18	
			20	
		12		18

22).

X				
		27	21	
4	32		28	
		18		
	40			10

23).

X	4			
	28			70
			18	60
	32		16	
			18	

24).

X				7
	36	16		
	45		25	
			15	
		40		70

Amazing Odd Numbers.



Jenny and Bob are on the look out for treasure.

They can only follow a **trail of odd numbers**.

They can only move sideways or up and down, **not** diagonally.

Only one person that enters the maze will find the treasure.

Beware, there are plenty of wrong trails !!!

Find the lucky person and the route that is taken.



Only

85	1	79	45	97	35	27	41	4	3	25	13	43	5	83	95	12	43	77	3	23	5	33	45	39
15	8	38	10	46	70	6	7	36	51	34	48	14	33	62	63	37	55	2	50	32	65	26	52	1
9	31	77	72	47	29	17	57	85	79	16	61	64	19	82	75	88	31	24	58	21	5	60	9	41
20	42	59	40	97	18	2	68	80	8	66	53	22	49	94	10	84	47	71	30	45	56	28	13	50
11	81	99	74	79	83	78	23	89	99	98	77	30	7	1	15	12	48	3	86	25	33	54	43	7
19	76	6	44	4	41	32	17	26	9	52	15	96	24	46	73	13	25	35	92	14	51	90	74	27
43	21	49	87	34	87	56	39	54	51	44	81	37	93	72	49	22	2	55	69	83	53	16	67	11
58	36	85	60	92	45	83	11	28	17	91	47	68	53	98	91	81	70	14	18	78	4	10	20	76
65	22	47	20	38	62	40	18	64	94	42	34	79	95	66	12	55	36	77	3	57	80	29	35	1
19	1	57	52	28	63	21	81	3	83	79	96	16	86	50	40	84	72	61	8	38	6	59	2	82
24	67	74	26	84	5	76	82	30	48	32	88	71	23	11	73	5	81	13	91	42	37	87	69	31
86	7	54	9	53	39	90	85	69	21	51	92	41	62	94	46	68	4	70	25	78	98	80	33	44
41	55	88	3	90	58	16	61	14	75	60				6	29	17	39	96	89	15	93	30	49	2
1	18	56	57	32	99	63	5	65	7	97				19	37	26	67	12	64	36	2	66	21	34
59	73	22	61	20	44	56	24	42	77	8				64	10	28	13	57	38	91	31	19	55	68
50	71	46	29	52	43	59	89	54	95	58	66	53	60	45	11	40	62	93	74	69	98	70	4	72
49	31	84	87	48	10	80	43	82	9	23	78	67	17	95	8	76	94	27	96	23	6	93	15	35
33	88	12	79	27	29	86	23	25	51	90	16	22	21	92	18	59	65	17	99	15	20	47	28	57
27	35	14	40	34	81	66	38	64	44	32	63	47	31	19	24	50	30	26	62	53	60	67	52	93
42	71	39	67	36	37	48	73	41	83	29	45	74	61	76	58	89	49	33	55	91	54	51	82	37
68	69	2	97	22	65	70	87	12	46	72	18	10	94	8	92	51	56	78	4	80	6	59	90	1
71	25	20	85	14	7	98	16	96	63	19	99	73	63	9	24	65	97	11	99	61	13	3	31	69
85	32	60	73	30	93	17	75	36	95	28	52	38	26	45	40	88	27	68	86	72	84	42	74	43
81	82	79	87	34	27	80	89	54	21	95	47	23	64	97	66	46	75	44	5	29	39	92	71	33
25	91	75	58	84	83	56	39	15	49	50	62	13	48	9	35	25	11	90	70	76	37	41	7	94

IN

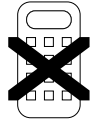
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If you get time, colour all the odd numbers in the maze.

This will show you all the possible trails.



Amazing Even Numbers.



Jim and Sue are on the look out for treasure.
They can only follow a **trail of even numbers**.
They can only move sideways or up and down, **not** diagonally.
Only one person that enters the maze will find the treasure.
Beware, there are plenty of wrong trails !!!
Find the lucky person and the route that is taken.

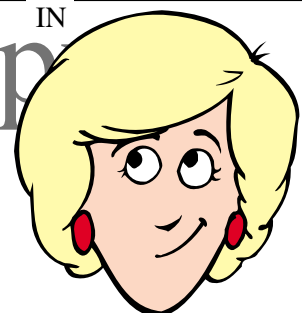
Only

IN

46	30	82	1	18	2	94	11	25	84	7	27	3	98	44	58	28	12	86	74	94	46	30	88	2
60	13	39	23	2	15	12	44	14	56	72	24	28	26	5	59	35	9	17	28	21	57	37	19	22
4	90	26	48	10	61	62	29	45	67	69	31	40	49	33	92	30	96	66	92	81	62	44	90	54
84	41	63	75	43	65	16	73	52	78	36	47	36	71	42	64	77	5	24	51	87	53	79	97	55
6	66	18	8	32	89	20	91	13	23	22	11	60	9	33	85	7	83	64	52	66	76	82	48	78
93	41	15	95	16	39	34	24	58	45	76	37	50	27	68	38	58	53	22	1	29	31	99	3	76
64	19	68	90	88	17	43	21	67	25	56	47	35	65	72	57	74	49	54	51	86	52	66	18	50
70	69	90	71	1	97	73	42	86	20	50	70	10	84	54	83	10	59	48	85	93	61	80	91	63
22	3	2	99	77	96	7	4	79	11	81	41	13	63	39	95	14	17	72	18	16	87	56	20	14
74	5	34	94	56	98	75	6	9	10	28	8	40	26	12	15	22	37	19	65	32	21	31	89	23
92	52	46	67	45	53	43	16	55	20	79	57	66	85	74	61	60	32	24	35	86	90	26	76	98
49	42	51	47	44	81	98	30	77	8	78	83	78	59	91	87	25	15	38	29	36	33	25	27	22
36	72	62	69	78	73	50	75	95	62	93				13	38	70	14	84	17	80	34	88	50	44
54	71	46	5	58	48	76	97	60	80	64				68	82	73	85	19	31	89	21	75	87	23
74	56	8	47	46	7	61	11	43	26	99				27	41	29	71	4	92	2	42	37	64	94
1	49	95	3	12	45	12	22	10	42	65	83	98	81	24	12	58	33	28	91	35	96	77	89	4
96	32	16	51	82	9	55	72	63	20	42	67	80	69	38	15	52	79	98	6	93	6	88	10	84
14	97	53	99	54	59	1	53	57	38	13	33	8	51	26	29	82	17	63	30	19	31	65	35	21
68	5	40	50	18	86	44	8	3	54	69	40	36	94	56	49	40	34	27	60	62	86	32	62	58
92	55	46	7	57	71	9	52	59	11	61	93	83	91	43	85	39	90	47	25	88	43	37	23	64
48	73	6	96	2	28	79	78	98	76	40	24	74	86	22	70	87	38	68	67	6	66	41	99	24
94	1	75	7	77	9	13	25	33	27	18	81	19	57	89	16	95	63	97	47	65	58	38	66	60
20	36	4	80	4	12	30	10	92	15	42	29	14	20	46	30	45	84	68	72	49	67	51	73	40
3	11	23	5	31	35	26	21	16	39	34	17	44	43	55	61	59	52	85	56	28	64	71	53	2
34	6	60	8	70	14	88	37	18	70	50	41	82	54	32	4	48	34	93	62	69	36	48	32	96

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If you get time, colour all the even numbers in the maze.
This will show you all the possible trails.



Balloon Race 1.

A game for two players.

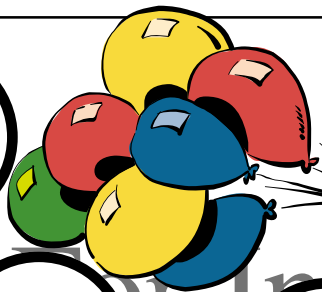
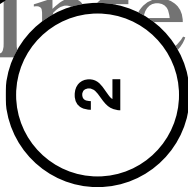
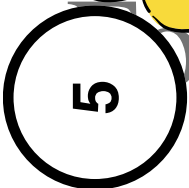
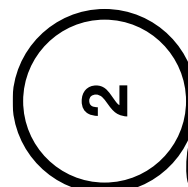
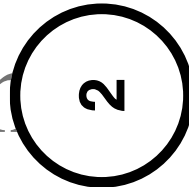
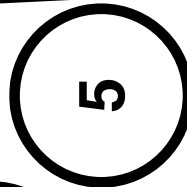
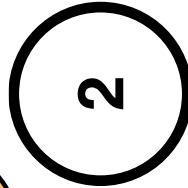
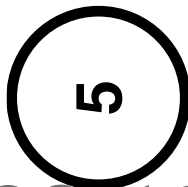
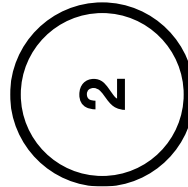
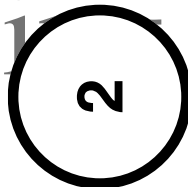
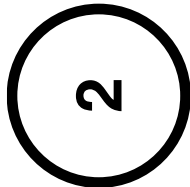
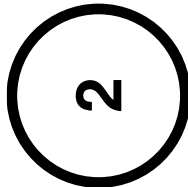
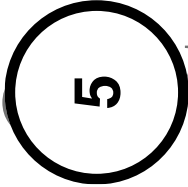
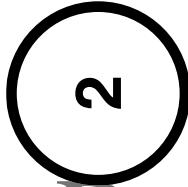
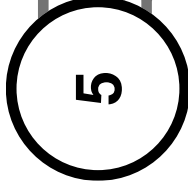
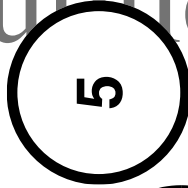
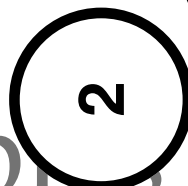
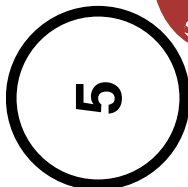
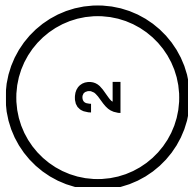
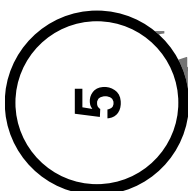
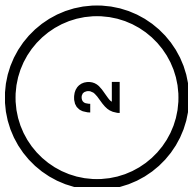
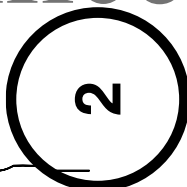
You need two dice and two sets of counters.

Throw the dice (Eg. 2 and 6). Make a two digit number (Eg. either 62 or 26).

If 2 goes into that number cover a 2 balloon, if 5 goes into the number cover a 5 balloon.

If both 2 and 5 go into it then cover a 2 and a 5 balloon.

The winner is the person who has the most balloons when every balloon is covered.



Balloon Race 2.

A game for two players.

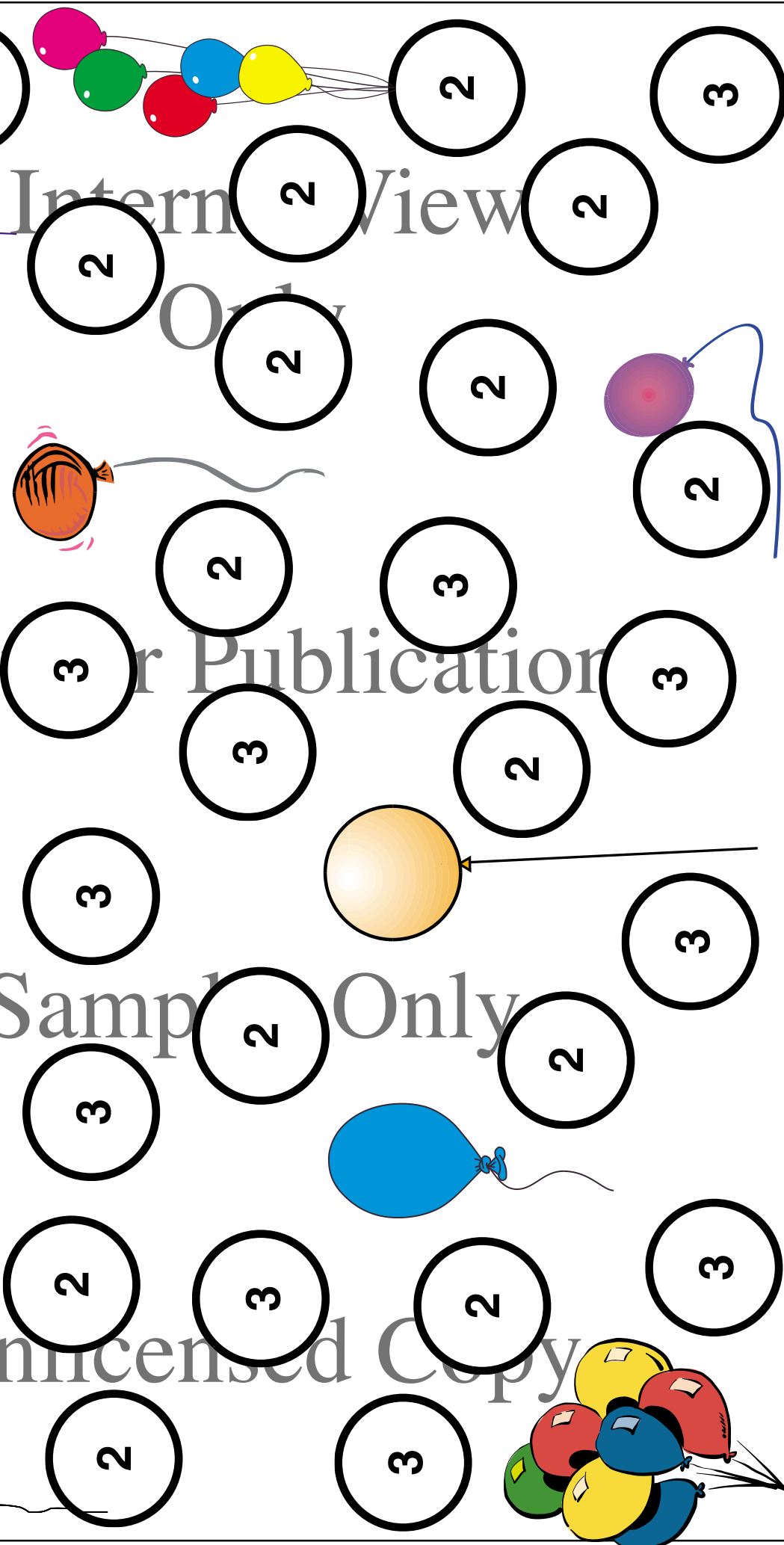
You need two dice and two sets of counters.

Throw the dice and make one two digit number.

If 2 goes into that number cover a 2 balloon, if 3 goes into the number cover a 3 balloon.

If both 2 and 3 go into it then cover a 2 and a 3 balloon.

The winner is the person who has the most balloons when every balloon is covered.



Balloon Race 3.

A game for two players.

You need two dice and two sets of counters.

Throw the dice and make one two digit number.

If 3 goes into that number cover a 3 balloon, if 4 goes into the number cover a 4 balloon.

If both 3 and 4 go into it then cover a 3 and a 4 balloon.

The winner is the person who has the most balloons when every balloon is covered.

