**Name of game:** Standing up game

**Learning aim of game:** Learning a particular times tables

**You will need**: The whole class sat down and divided up into 2 clear halves. On your whiteboard (and clearly visible for all to see) are written the multiples of a times table that you want to focus on. E.g. 7, 14, 21, 28, 35, 42, 49, 56, 63, 70 (as they get more confident you can increase to first 20 multiples of 7).

 **How to play**: Give each team a name and decide who is going to go first. Whichever team goes first has to say the multiples of 7 in order ( less confident children can read them off the board) and out loud whilst following these simple rules:

Only one child can say a number at one time.

 They must stand up and say the correct one. (if 2 children stand up at the same time then their go is over)

They cannot agree beforehand who will stand up and 2 children alternately saying numbers repeatedly is not allowed.

Children need to keep a watch on their team members to help avoid standing up at the same time.

If the wrong multiple is said then that is the end of their go.

Once a mistake has been made-the multiple they got to is marked and it is the other team’s turn to try and better how far they get. Whoever gets the furthest gets the points- you can add bonus points for reaching certain points like the tenth multiple.

Once both teams have had a turn the team that went last goes first on the next round.

Adaptations; Using decimal numbers like: 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, 1.0 etc Bonus points can be given if children can say equivalent fractions for the decimal numbers e.g. 0.4 could be 2/5 or 4/10 and 0.5 could be 50% or a half.

This game gives you a really good idea of how well your class can co-operate together.

The repetition of multiples being said help the less able become more familiar with them too.