

# KS1 Summer Maths Challenge: Fishy, fishy fingers Number Facts Tournament

Year 1 – Number Pairs to 10

Year 2 – Number Pairs to 20

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## Game 9 – Fishy, fishy fingers!

**Skill to be learnt:** To recall all pairs of numbers with a total of 10 and addition facts for totals to at least 5; work out the corresponding subtraction facts.

**What you will need:** Yourselves!

**How to play:** Two players face each other and after both chanting 'fishy, fishy fingers (in the same way as you would if playing 'paper, scissors, stones)', hold up some fingers on one hand, keeping the other hand behind your back. The first player to say the total of the fingers shown scores a point. First player to 10 points wins.

**Talk points:** Model how to count on from the number you know you are going to show on your fingers e.g if you know you are going to show 3 fingers have this number ready in your head and be ready to add on the number of fingers your opponent shows.

**Extension of this game:** Use both hands to show fingers to practice pairs to 20.




'Fishy, fishy  
fingers!

.....'5!'

# KS2 Summer Maths Challenge: Fishy, fishy fingers Multiplication Tournament

Year 3 & 4 - 2x 3x 4x 5x 8x 10x

Year 5 & 6 - 2x 3x 4x 5x 6x 7x 8x 9x 10x 11x 12x

 <b>Game 11 – Fishy, fishy fingers</b>
<b>Skill to be learnt:</b> To know by heart multiplication facts for 2, 3, 4, 5, 6, 7, 8, 9 and 10 times-tables and the related division facts.
<b>What you will need:</b> Yourselves!
<b>How to play:</b> Two players face each other and both chant 'fishy, fishy, fingers (in the same way as you would if playing 'paper, scissors, stones')'. Both players show a number of fingers to each other. The first player to say the product (total when 2 numbers are multiplied together e.g. the product of 2 and 5 is 10) of the fingers shown scores a point. First player to 10 points wins.
<b>Talk points:</b> Try and think of tricks to help your child remember their times tables e.g. think of x2 as doubling. Encourage children to be thinking of the times tables they might need as they reveal their fingers for example if they know you are going to show 6 fingers have possible facts to the 6 times table in their head ready!



“Fishy, fishy  
fingers!”

“12!”