

# Upper Key Stage 2

## Operations showdown

For two or three players. Use a shuffled, full deck; face cards and Jokers have values 11, 12, 13 and 20. Deal five cards to each player. Players may use each operation (function) **only once**, to try to produce the highest total. The player with the highest score keeps the score. Repeat for a set number of rounds or set a **goal score**. The first player to reach or exceed it wins.

For example: 2, 9, 8, 4, 9       $(9+8) \times 9 - (4 \div 2) = 151$       but       $(9+8) \times 9 \div (4-2) = 76.5$

This can also be played with the lowest score winning – **golf** without the ball, just clubs!

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## Consolidate all times tables

Use a shuffled full deck and continue **RRF!**

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## Converting fractions to decimals to percentages

Using a shuffled, faceless deck, generate proper fractions and use a calculator to convert to decimals. Multiply the decimal by 100 to give a percentage. Multiplying by 100 should be done without the use of the calculator so that pupils practice moving numbers to the left of the decimal. Use the face cards, face down as zeros (place value holders).

