
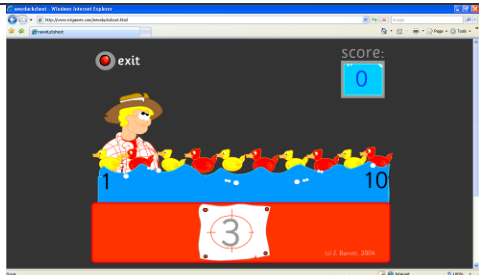


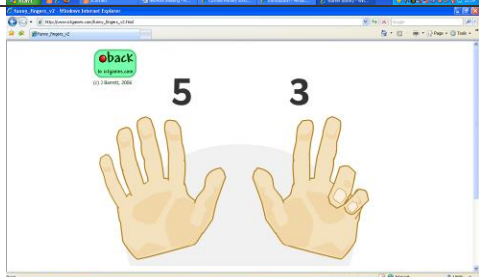




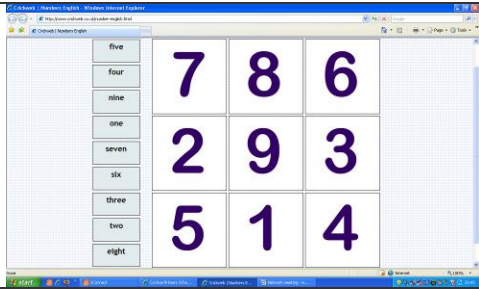

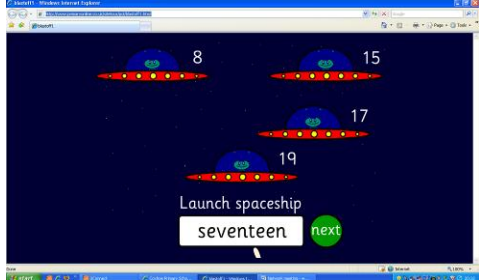
Bishop Loveday Websites for Maths (updated every 6 months)

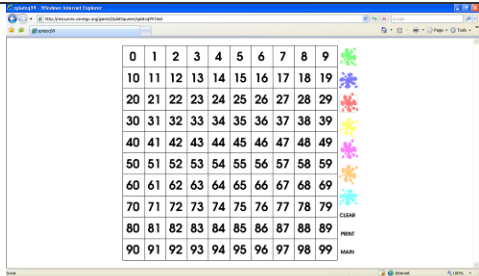
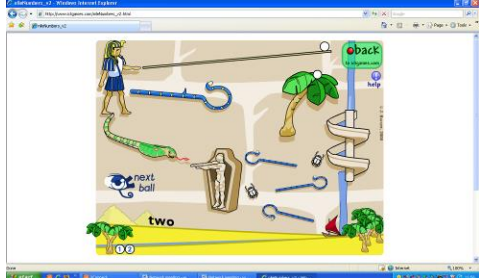

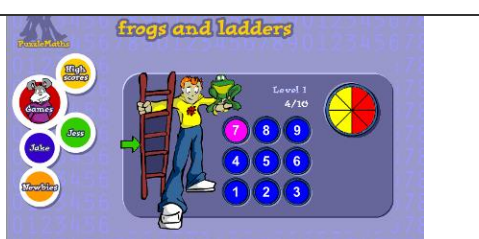
If you discover a great Maths website, please tell your teacher so we can add it to our top website list on our school website.


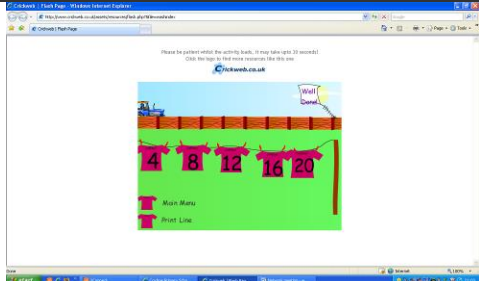


If you notice a website that is not working, please tell us so we can take it off our list!


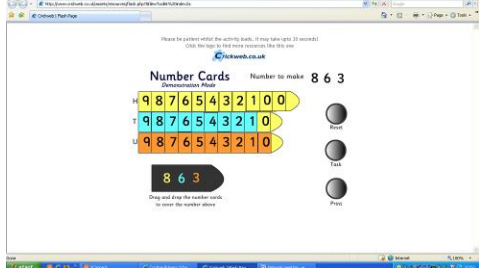
		Website - Useful websites for interactive mathematical games.		
https://whiterosemaths.com/homelearning		White Rose Maths		
https://thirdspacelearning.com		Third Space Learning Maths Hub (resources from maths tuition experts)		
https://www.bbc.co.uk/bitesize/subjects/z6vq9j6		BBC Bitesize – KS2 Maths (everything)		
https://www.primarygamesarena.com		Primary Games Arena (games)		
https://www.topmarks.co.uk/maths-games		Hit the Button (times tables and number bonds)		
https://www.coolmath4kids.com		Assorted Math games		
Area of Mathematics		Web address	Notes	
Counting and Understanding Number	Counting Forwards	https://www.ncetm.org.uk/numberblocks	Watch the numberblocks counting and join in their activities	
	Counting Forwards	http://www.ictgames.com/newduckshoot.html	A fairground-type game in which you need to shoot the ducks. The ducks are in a line with the first and last duck numbered. The child has to work out which duck to shoot down.	

	Counting Forwards	http://www.ictgames.com/counting_cars_change cars.html	This game encourages the child to count on from a number other than one. You have to drive a car into another car with the target number on. The first and last car in the car park are numbered. The child has to work out which car is the target number.	
	Estimating and Counting a set of objects	http://www.ngfl-cymru.org.uk/vtc/estimate/eng/Introduction/default.htm	Estimate to forty. Starter activity. Click forward to read the instructions and set the difficulty level. Click start and read and respond to each question.	
	Estimating and Counting a set of objects	http://www.ictgames.com/funny_fingers_v2.html	A computer game showing two hands. The fingers go up and down to match the numeral above. Can be used to show/demonstrate 5 and a bit	
	Reading and writing Numerals	http://www.ictgames.com/postletter.html	Listen the number which tells you to where you need to deliver the letter. Then 'post' the letter to the correct address. (1 and 2 digit numbers)	

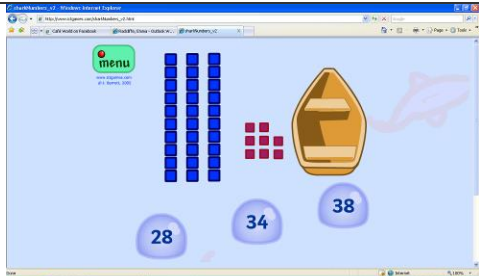
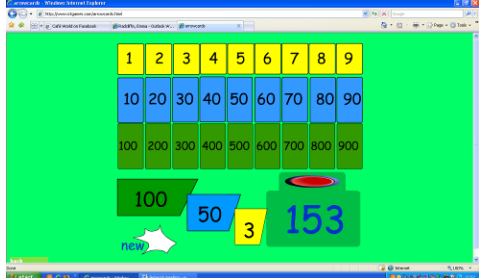

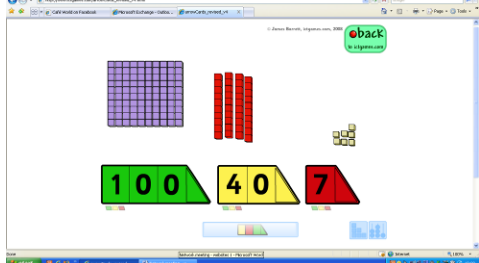
	Reading and writing Numerals	http://www.lancsngfl.ac.uk/curriculum/literacy/lit_site/lit_sites/number_vocab/one/index.htm	Drag and drop the number word to the matching numeral	
	Reading and writing Numerals	http://www.crickweb.co.uk/number-english.html	Drag and drop the number words to the correct numerals	
	Reading and writing Numerals	http://www.abc.net.au/countusin/games/game3.htm	Count the number of objects and type the number into the box. Harder levels asks for the numeral and the written number word.	
	Reading and writing Numerals	http://www.primaryonline.co.uk/sitetour/pol/blastoff1.html	Read the number word and match it to the corresponding spaceship.	

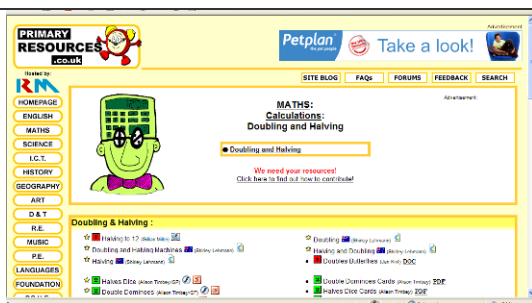
	Reading and writing Numerals	www.woodlands/junior.kent.sch.uk http://resources.oswego.org/games/SplatSquares/platsq99.html	Click on maths zone. Splat the number requested.	
	Reading and writing Numerals	http://www.ictgames.com/nileNumbers_v2.html	Balls move down the ball machine. Once they land at the bottom the numeral and number word appears – counting up to 20.	
	Comparing and ordering Numerals	http://www.crickweb.co.uk/assets/resources/flash.php?file=ntrack	Place the missing numbers on the number track. Different number tracks are available.	
	Comparing and ordering Numerals	http://www.channel4learning.com/sites/puzzlemaths/frog_ladder_game.shtml	The computer generates numbers. The child needs to make judgements and select where the number should go on the ladder.	





	Comparing and ordering Numerals	http://www.bbc.co.uk/schools/ks1bitesize/numeracy/ordering/index.shtml	Order the numbers. Three different ability levels are available.	
	Comparing and ordering Numerals	http://www.crickweb.co.uk/assets/resources/flash.php?file=washindex	Order the numbers on the washing line. This game has different levels. 1) Ordering numbers 1-5 2) Ordering even numbers to 10 3) Ordering odd numbers to 10 4) Ordering a random selection of numbers to 20	
	Comparing and ordering Numerals	http://www.ictgames.com/nutty_v3.html	Help the squirrel collect the acorns in the correct order.	
	Comparing and ordering Numerals	http://www.ictgames.com/saucerSorter.html	This is ideally an Interactive Whiteboard game but can be adapted for individual computers. The flying saucers can be swapped for the child to reorder. Alternatively the stick can be placed over a number to hide it. Can be adapted to count in steps of 2's, 3's, 4's, 5's, 6's, 7's, 8's, 9's or 10's. The start number can	

	Comparing and ordering Numerals	http://www.ictgames.com/caterpillar_slider.html	also be changed Put the leaves in the correct order on the branch. You can change the difficulty by deciding on what range the numbers should be.	
	Place Value	http://www.bbc.co.uk/schools/starship/maths/games/place_the_penguin/small_sound/standard.shtm	Place the penguins on the right number on the grid	
	Place Value	http://www.bbc.co.uk/schools/ks1bitesize/numeracy/units/index.shtml	Pick the correct weights (tens and units) to make the animal balance. The game can be played in three different levels	
	Place Value	http://www.crickweb.co.uk/assets/resources/flash.php?&file=Toolkit%20index2a	Virtual arrow cards to make 3 digit numbers.	

	Place Value	http://www.crickweb.co.uk/assets/resources/flash.php?&file=Toolkit%20index2a	Select the place value cards to match the 4 digit number	
	Place Value	http://www.ictgames.com/abacusInteger.html	An interactive abacus. The numerals can be hidden and any number can be made	
	Place Value	http://www.ictgames.com/LIFEGUARDS.html	Use knowledge of tens and units to move the board along the number line to save the person.	
	Place Value	http://www.ictgames.com/sharknumbers.html	Look at the tens and units row and click on the number that is represented using the equipment.	

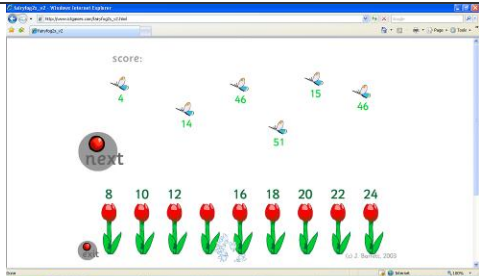
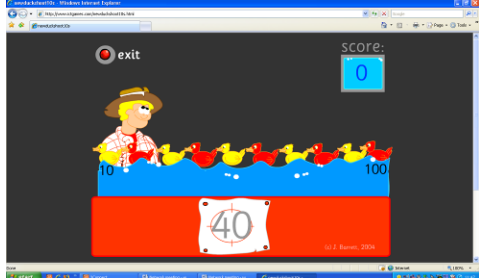

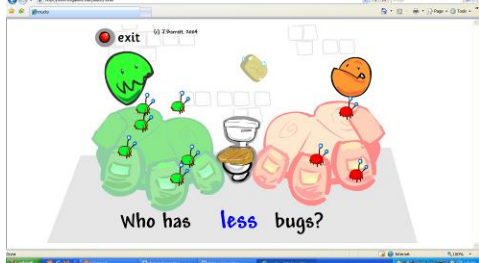
	Place Value	http://www.ictgames.com/sharkNumbers_v2.html	Click on the number that has been represented using the base ten equipment. (Users can choose two different levels – numbers up to 29 or numbers up to 59)	
	Place Value	http://www.ictgames.com/arrowcards.html	Arrow cards can be made. Clicking on the jar then combines the arrow cards	
	Place Value	http://www.ictgames.com/dinoplacevalue.html	Click on the correct eggs to partition to 2 digit number shown on the volcano	
	Place Value	http://www.ictgames.com/arrowCards_revised_v4.html	Select arrow cards and see the base ten equipment appear. The arrow cards can then be combined to make a number. Instead of base ten equipments, an abacus can be used the represent the number.	



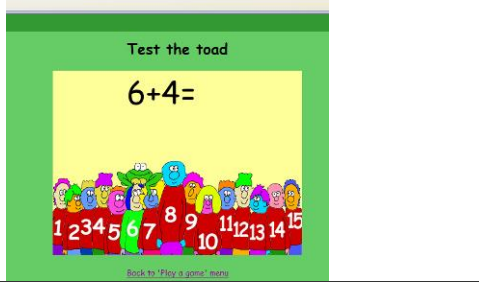
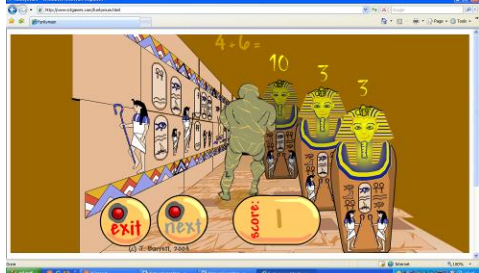
	Place Value	http://www.ictgames.com/coinAbacus_v2.html	The abacus is created using coins. The total can be hidden if necessary	
	Number Sequences and Odd and Even Numbers	http://www.bbc.co.uk/schools/starship/maths/numberjumbler.shtml	Click on the 'odd or even' button: it gives you a number. Click to indicate if it is odd or even.	
	Number Sequences and Odd and Even Numbers	http://www.ictgames.com/dragonmap.html	Select an egg and then say if it is odd or even. If you get it correct, you win the egg.	
	Doubling and Halving	http://www.primaryresources.co.uk/maths/mathsC4.htm	Doubling and halving machines – easiteach – go through the different machines. Halves dice – power point to explain halving the dice	

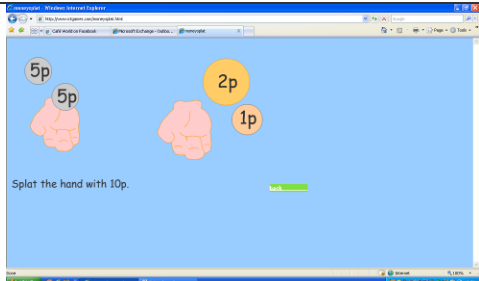
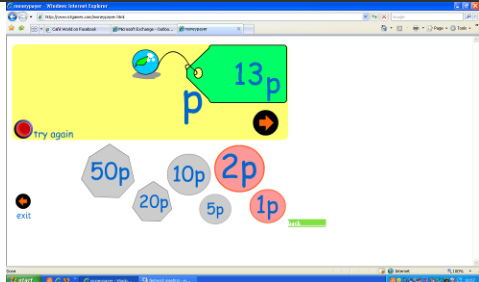
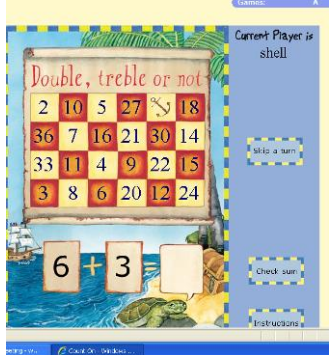
Knowing and Using Number Facts	Doubling and Halving	http://www.bbc.co.uk/schools/numbertime/games/dartboard.shtml	Click on the space on the darts board that shows the target number. Use knowledge of double.	
	Ordinal Number	http://www.ngfl-cymru.org.uk/vtc/ordinal_numbers/eng/introduct/default.htm	Part 2 game – Match the word to the rosette – e.g. seventh to 7	
	Derive and Recall Pairs of Numbers	http://www.ictgames.com/save_the_whale_v4.html	Free the whale by finding the pipe with the number that matches the pipe already there to total the number bond shown at the top. This can be adapted to include Number bonds to 4 up to number bonds to 10	
Knowing and Using Number Facts	Derive and Recall Pairs of Numbers	http://www.ictgames.com/funkymum20.html	Use knowledge of Number bonds to 20 to find the correct mummy. Calculation has a number missing e.g. $1 + ? = 20$. The missing number is not the total so children need to know their number bonds to select the correct mummy and see it dance.	

	Derive and Recall Pairs of Numbers	http://www.ictgames.com/safecracker.html	Use the keys on the keyboard (X Z ← →) to change the numbers on the dial. Crack the code by selecting two numbers that, when added together, come to the target number	
	Derive and Recall Pairs of Numbers	http://www.ictgames.com/beaver.html	Select two beavers which total 10.	
	Recall and Find Doubles and Halves	http://www.bbc.co.uk/schools/numbertime/games/dartboard.shtml	Recall doubles and place the dart on the correct target number.	
	Recall and Find Doubles and Halves	http://www.ictgames.com/robindoubles.html	Child recalls the double on the number show on the board and then clicks on the correct answer on the target board.	


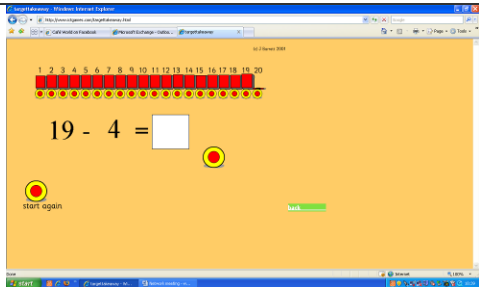

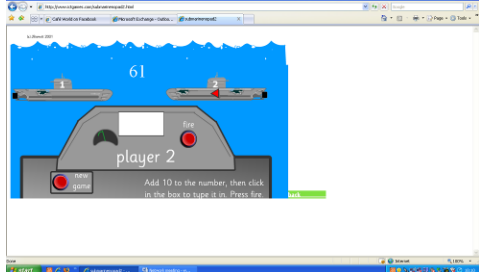
	Recall and Find Doubles and Halves	http://www.ictgames.com/rhoodbeyond10.html	Child recalls the double on the number show on the board and then clicks on the correct answer on the target board. (Doubling multiples of 10)	
	Recall and Find Doubles and Halves	http://www.ictgames.com/bridgedoubles.html	Recall doubles to complete the bridge so that the car can drive safely across the river.	
	Recall and Find Doubles and Halves	http://www.ictgames.com/woodseasy.html	Game to double 2 digit numbers. Use the arrow card which can be partitioned to support the child in doubling the number.	
	Recall and Find Doubles and Halves	http://www.ictgames.com/woodcards.html	Same as the above game but the unit card is 5 or above	
		http://www.ictgames.com/dinosaurDentist/index.html	Near Doubles The game demonstrates near doubles but looking at doubles then taking a tooth away. The child then need to click on the tooth showing the total	

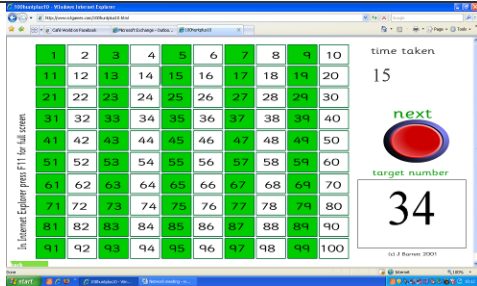
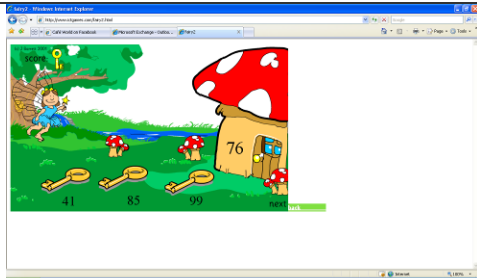

	Counting in Steps	http://www.ictgames.com/fairyfog2s_v2.html http://www.ictgames.com/fairyfog3s_v2.html http://www.ictgames.com/fairyfog5s_v2.html http://www.ictgames.com/fairyfog10s_v2.html	<p>Click on the fairy which shows the missing number in the number sequence.</p> <p>Available in games which count in 2's, 3's, 5's and 10's.</p>	
	Counting in Steps	http://www.ictgames.com/newduckshoot10s.html	A fairground-type game in which you need to shoot the ducks.. The ducks are in a line with the first and last duck numbered. The child has to shoot down the target numbers. The ducks go along the line in multiples of 10.	
	Counting in Steps	http://www.ictgames.com/whackAMole/index.html	This game can be changed to match the child's ability. You can count on from any number up to 100 and you can count in steps (steps of 1's up to 20's)	
	Vocabulary and Symbols for calculating	http://www.ictgames.com/mucky.html	Child needs to identify which hand has more or less bugs. Encourage the child to use a range of vocabulary such as greater, fewer, least, most along side the vocabulary the computer uses.	

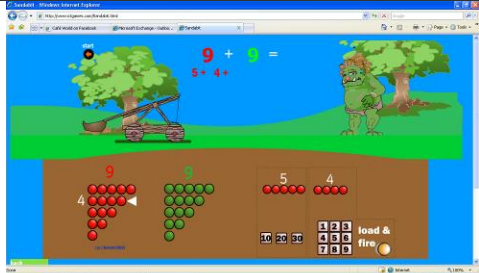
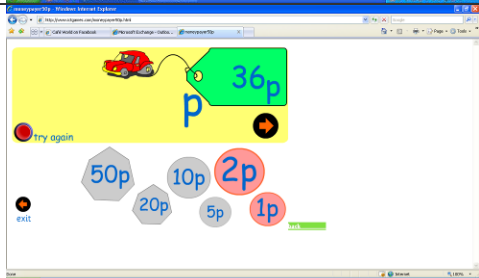


Calculating	Vocabulary and Symbols for calculating	http://www.ictgames.com/rabbit2.html	<p>Help the rabbit eat the carrots. The child has to select a suitable carrot.</p> <p>This game uses a range of vocabulary such as greater, bigger, fewer, smaller, less than, larger than, greater than,</p>	
	Vocabulary and Symbols for calculating	http://www.counton.org/games/map-numbers/fishy/	Sort the two numbers and choose a sign. Then click on the fish with that answer. Uses all four operations. Can be a one player or two player game	
	Adding small numbers	www.bbc.co.uk/schools/numbertime	Test the Toad. Complete addition/subtraction problem by clicking on the appropriate numbered figure. Then watch the toad jump along the number line to find the answer.	
	Adding small numbers	http://www.ictgames.com/funkymum.html	Solve the calculation at the top of the screen and click on the correct mummy to see the mummy appear and dance.	

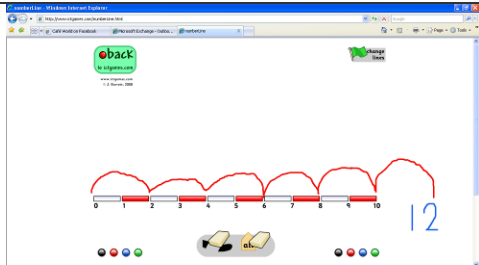
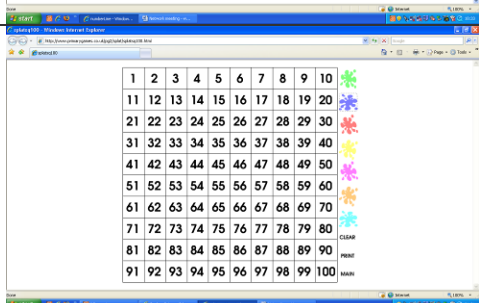
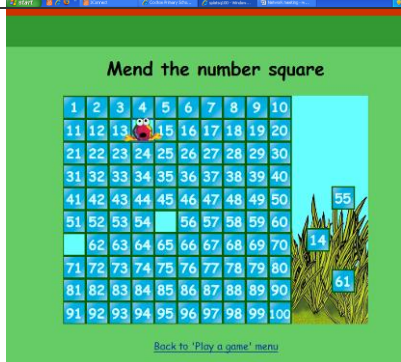

	Adding small numbers	http://www.ictgames.com/moneysplat.html	Addition using money Locate the hand with the correct amount of money.	
	Adding small numbers	http://www.ictgames.com/moneypayer.html	Addition using money Select the coins with the which can be used to pay for the item	
	Adding small numbers	http://www.counton.org/games/map-numbers/doubletreble/	Type in the answer to the calculation. If correct you win a counter to place on the board. The aim is to get four in a row. (Can develop to doubles and trebles as necessary).	

	Adding small numbers	http://www.counanton.org/games/map-numbers/splash/	A game similar to pontoon. Can be a one player (playing against the computer) or a two player game. Take turns in deciding whether you want a number dealt; then move the corresponding number of places. The aim is to get as close to 11 as possible without going over it.	
	Adding small numbers	http://www.primarygames.com/math/numbereaters/index.htm	Move around the grid to help the monster eat the calculations which have the target total. The game can focus on addition, subtraction, multiplication, division or equivalent fractions.	
	Subtracting small numbers	www.teachingideas.co.uk/maths/contents		
	Subtracting small numbers	http://www.primarygames.com/math/numbereaters/index.htm	Move around the grid to help the monster eat the calculations which have the target total. The game can focus on addition, subtraction, multiplication, division or equivalent fractions. The subtraction game looks a difference	
	Subtracting small numbers	http://www.ictgames.com/soccer_subtraction.html	Solve the subtraction calculation by clicking on footballers to make them disappear. Clicking on the player in red will make him take his shot. If you are correct your team scores.	

	Subtracting small numbers	http://www.ictgames.com/change_eXchanger_v2.html	<p>Giving Change from 10p Scan the item to find out how much it costs. The person then pays with a 10p coin. The child needs to work out how much change/which coins to give the customer.</p> <p>Can also be made harder (giving change from 20p)</p>	
	Subtracting small numbers	http://www.ictgames.com/targettakeaway.html	<p>Subtracting a number 20 or less. Use the blocks to solve the subtraction calculations.</p>	
	Subtracting small numbers	http://www.ictgames.com/football2.html	<p>Ten less Click on the football that show ten less than the target number</p>	
	Adding Larger Numbers	http://www.ictgames.com/submarinenopad2.html	<p>Adding 10 This is a two player game. Add 10 to the given 2 digit number and then press fire to shoot the opponents submarine.</p>	

	Adding Larger Numbers	http://www.ictgames.com/100huntplus10.html	Adding 10 more Add ten to the target number and then locate it on the hundred square as quickly as possible. The computer records how long it takes to find the answer	
	Adding Larger Numbers	http://www.ictgames.com/100huntadd11.html	Adding 11 to a 2 digit number Same as the above game but adds 11 to the target number	
	Adding Larger Numbers	http://www.ictgames.com/100huntadd9.html	Adding 9 to a 2 digit number Same as above but adding 9.	
	Adding Larger Numbers	http://www.ictgames.com/fairy2.html	Adding 9 to a 2 digit number Add 9 to the house number and then help the fairy locate the correct key to open the door.	
	Adding Larger Numbers	http://www.ictgames.com/spacejumps.html	Bridging through 10 Help the astronaut to jump to the space ship. He needs to bridge through 10 to get to his spaceship	

	Adding Larger Numbers	http://www.ictgames.com/5andabit.html	Addition of two 1 digit numbers using 5 and a bit. Represent the number using the counter to show 5 and a bit. The numbers can be recombine to find the total	
	Adding Larger Numbers	http://www.ictgames.com/moneypayer50p.html	Money – Finding totals up to 50p Select the coins needed to pay for the item.	
	Subtracting Larger Numbers	http://www.ictgames.com/100huntminus10.html	Subtracting 10 from a number Subtract ten to the target number and then locate it on the hundred square as quickly as possible. The computer records how long it takes to find the answer	
	Subtracting Larger Numbers	http://www.ictgames.com/100huntminus11.html	Subtracting 11 Same as above but subtracting 11	
	Multiplication and Division	http://www.ictgames.com/spitfireufo.html	Multiplication Solve the multiplication calculation and the aim the plane and the correct answer. (Can select different multiplication tables – x2, x3, x4, x5, x6, x7, x8, x9)	

	Other useful sites	http://www.ictgames.com/numberLine.html	A selection of number lines can be selected. Different coloured pens can be used to annotate the number lines.	
	Other useful sites	http://www.primarygames.co.uk/pg2/splat/splatsq100.html	The numbers can be covered with coloured virtual paint.	
	Other useful sites	http://www.bbc.co.uk/schools/numbertime/games/mend.shtml	Complete the hundred square.	
	Other useful sites	http://www.bbc.co.uk/schools/numbertime/games/find.shtml	Find matching pairs to develop memory skills	

	Other useful sites	http://www.counon.org/games/circus/numberfun.html	This game covers a number of skills – ordering numbers 0-10, 10-0, selecting odd and evens, simple counting activities (up to 10 objects) and selecting shapes.	