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 out list!

				Website - Useful websites for interactive mathematical games.		
	https://whiterosemaths.com/homelearning		White Rose Mat	hs		
	https://thirdspacelearning.com			Third Space Lea	rning Maths Hub (resources fro	om maths tuition experts)
Ī	https://www.bb	c.co.uk/bitesize/	subjects/z6vg9j6	BBC Bitesize – I	KS2 Maths (everything)	
	https://www.pr	<u>imarygamesaren</u>	a.com	Primary Games	Arena (games)	
	https://www.to	pmarks.co.uk/ma	aths-games	Hit the Button (ti	mes tables and number bonds)	
	https://www.co	olmath4kids.con	<u>n</u>	Assorted Math g	ames	
		athematics	Web address		Notes	
	Counting and Understanding Number	Counting Forwards	https://www.ncetm.org.uk/numberl		Watch the numberblocks counting and join in their activities	BLOCKS
		Counting Forwards	http://www.ictgames.com/newduck	kshoot.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.	Contraction Name (result from the first from the fi

Counting Forwards	http://www.ictgames.com/counting_cars_changecars.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.	Control of American States and American States
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.	Complementaries of bibliotherish based in the complement of the co
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	Control of Allerton Sections In Section (1) and the Section Se
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)	The second secon

Reading and writing Numerals	http://www.lancsngfl.ac.uk/curriculum/literacy/lit_sit_e/lit_sites/number_vocab/one/index.htm	Drag and drop the number word to the matching numeral	The control of the co
Reading and writing Numerals	http://www.crickweb.co.uk/number-english.html	Drag and drop the number words to the correct numerals	Total sensitivity stems involved the sensitivity of the production or exchanges to the sensitivity of the se
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.	COUNT US In games Count
Reading and writing Numerals	http://www.primaryonline.co.uk/sitetour/pol/blastoff 1.html	Read the number word and match it to the corresponding spaceship.	Reserved to the control of the contr

			Extent Livror translation
Reading and	www.woodlands/junior.kent.sch.uk	Click on maths zone.	\$\times \$\times \text{ \$\t
writing Numerals	http://resources.oswego.org/games/SplatSquares/splatsq99.html	Splat the number requested.	0 1 2 3 4 5 6 7 8 9 % 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
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.	Control of Microsoft Control Action (1997) The Control of Control
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.	Construction of the constr
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.	frogs and ladders Level 1 4/10 4/5 6 1 2 3

Comparing and	http://www.bbc.co.uk/schools/ks1bitesize/numeracy/orde	Order the numbers.	CHLC 100 Transport (comes) Proceedings of the Charles (Charles) (
ordering	ring/index.shtml	Three different ability levels are	Step 1 out of 5
Numerals		available.	Order these numbers from lowest to highest: 22
			25
			(₹Com
			Terro of spot Princey & continey patroy. One Otherwise 9,00% -
Comparing and	http://www.crickweb.co.uk/assets/resources/flash.php?&f	Order the numbers on the	State Stat
ordering	ile=washindex		© © ConventionNew Prince (State - *
	iic=washinacx	washing line.	Please be pathed in the first plant. These plant plant is secretal. Club the last plant is the first arrange and in this was Club the last plant plant in this was Club the last plant
Numerals		This game has different levels.	Well
		Ordering numbers 1-5	
		Ordering even numbers	
		to 10	4 8 12 16 20
		Ordering odd numbers to	Main Maru
		10	Print Line
		4) Ordering a random	
		selection of numbers to	To start & C. C. Caree Construction, Construction, Space of the Construction of Construction o
		20	
			C suity, of "Missawi horsest Egisser:
Comparing and	http://www.ictgames.com/nutty_v3.html	Help the squirrel collect the	Q (v) (E /N) (non-lighter models), (1004)
ordering		acorns in the correct order.	
Numerals			
			after:
			collect don't
			(a) J. Barrett, 2004
			Section 2 / 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
Comparing and	http://www.ictgames.com/saucerSorter.html	This is ideally an Interactive	Comparison Com
ordering		Whiteboard game but can be	o oback
Numerals		adapted for individual computers.	
		The flying saucers can be	
		swapped for the child to reorder.	
		Alternatively the stick can be	· 2 3 5 4 2 2
		placed over a number to hide it.	6 8
		Can be adapted to count in steps	To Date Approx
		of 2's, 3's, 4's, 5's, 6's, 7's, 8's,	Triant # 6.2.7 Stores Short and the Continuous Constitutions (Constitutions)
		9's or 10's. The start number can	
1	I .	1 0 0 01 10 0. The start hamber ball	I

	T	also be changed	
Comparing and ordering Numerals	http://www.ictgames.com/caterpillar_slider.html	Put the leaves in the correct order on the branch. You can change the difficulty by deciding on what range the numbers should be.	Constitution of the Principle of the Constitution of the Constitut
Place Value	http://www.bbc.co.uk/schools/starship/maths/games/place_the_penguin/small_sound/standard.shtml	Place the penguins on the right number on the grid	Place the Penguin Frame Power of the Penguin Frame Power
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	Step 2 our of 5
Place Value	http://www.crickweb.co.uk/assets/resources/flash.php?&file=Toolkit%20index2a	Virtual arrow cards to make 3 digit numbers.	

			Francist Manual Headers Service
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	Committee Comm
Place Value	http://www.ictgames.com/abacusInteger.html	An interactive abacus. The numerals can be hidden and any number can be made	Constitution of the continue o
Place Value	http://www.ictgames.com/LIFEGUARDS.html	Use knowledge of tens and units to move the board alone 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.	Compared to the control of the con

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)	Control of the second of the s
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	The state of the s
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.	The state of the s

Place Value	http://www.ictgames.com/coinAbacus_v2.html	The abacus is created using coins. The total can be hidden if necessary	Section 2 (Management Annual A
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.	The second control of the second control o
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.	The state of the s
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	PETIMANY RESOURCES PETIMANY RESOURCES STREED PAGE FORUM PRESON BAACH MATHS: Collection Contract Collection Collec

	Doubling and	http://www.bbc.co.uk/schools/numbertime/games/d	Click on the space on the darts	
	Halving	artboard.shtml	board that shows the target	Ann and Addem's dartboard game
			number. Use knowledge of	
			double.	94
				5 6
				2 3
				8 7
				Target Score 10
	Ordinal Number	http://www.ngfl-	Part 2 game – Match the word to	Chaire with Nobel Street Injure
	Ordinal Nulliber	cymru.org.uk/vtc/ordinal_numbers/eng/introduct/de	the rosette – e.g. seventh to 7	Put 1 Pen 2 (1 Off On 4 On Additing Assert
		fault.htm	the rosette – e.g. seventi to r	seventh
		- CONTINUE		Click
				on me first second
				alach
				© Programs When sparse
				Total B.C.C. District Statements on Communication Communication Communication (Communication)
Knowing and	Derive and Recall	http://www.ictgames.com/save the whale v4.html	Free the whale by finding the pipe	
Using Number	Pairs of Numbers		with the number that matches the	eback sof 10
Facts			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	2 6
			bonds to 10	change pipe
				O spinod
	Derive and Recall	http://www.ictgames.com/funkymum20.html	Use knowledge of Number bonds	
	Pairs of Numbers		to 20 to find the correct mummy.	1+ =2-0
				19 13
			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.	(1) 3: 6wntt 3653
			correct marring and cook dance.	Section Section Generalized Constitution Comments and Constitution Con

Derive and Recall Pairs of Numbers	http://www.ictgames.com/safecracker.html	Use the keys on the keyboard (X $Z \leftarrow \rightarrow$) to change the numbers on the dial. Crack the code by selecting two numbers that, when added together, come to the target number	Control of the secretary control of the secret
Derive and Recall Pairs of Numbers	http://www.ictgames.com/beaver.html	Select two beavers which total 10.	Construction of the constr
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.	State the control force of the control
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.	Constitution of the consti

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)	Continued Nation Nation (April 1999) Continued Nation (April
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.	The state of the s
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.	Section (Control of the Control of t
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	The state of the s

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	Click on the fairy which shows the missing number in the number sequence. Available in games which count in 2's.3's, 5's and 10's.	Control Cont
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.	Compared to the compared to t
Counting in Steps	http://www.ictgames.com/whackAMole/index.html	This game can be changed to match the child's ability. You cant count on from any number up to 100 and you can count in steps (steps of 1's up to 20's)	The state of the 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.	Who has less bugs?

Calculating	Vocabulary and Symbols for calculating	http://www.ictgames.com/rabbit2.html	Help the rabbit eat the carrots. The child has to select a suitable carrot. This game uses a range of vocabulary such as greater, bigger, fewer, smaller, less than, larger than, greater than,	State Stat
	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	Fishy numbers 9 7 10 4
	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.	Test the toad 6+4= 1 234 5 6 7, 8 9 10 12 13 14 15 Sock to Physical pages.
	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.	Control Section Control Sectin Control Section Control Section Control Section Control Section

Adding small numbers	http://www.ictgames.com/moneysplat.html	Addition using money Locate the hand with the correct amount of money.	Split the hand with 10p.
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	The state of the s
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).	Double, treble or not 2 10 5 27 % 18 36 7 16 21 30 14 33 11 4 9 22 15 3 8 6 20 12 24 6 + 3 Check sun Englished.

Adding small numbers	http://www.counton.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.	Current Prayer is shell
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.	4+0 4+0 1+1 0+3 1+1 0+2 3+1 3+1 3+0 0+4 1+2 2+1 0+3 2+0 1+3 2+0 0+3 2+1 1+2 0+2 1+2 1 0+2 3+0 3+1 3+0 2+0 1+2 1+2 0+3 0+3 2+1 1+1 3+1 2+1 1+1 More math games
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	4+0 4+0 1+1 0+3 1+1 0+2 3+1 3+1 3+0 0+4 1+2 2+1 Instructions:
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.	Service of the second second service of the second service of the second service of the

Subtracting small numbers	http://www.ictgames.com/change_eXchanger_v2.html	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 workout how much change/which coins to give the customer. Can also be made harder (giving change from 20p)	** The state of the broad state of the state
Subtracting small numbers	http://www.ictgames.com/targettakeaway.html	Subtracting a number 20 or less. Use the blocks to solve the subtraction calculations.	Continue that bearings Continue to the continue Continue Continue to the continue Continue to the co
Subtracting small numbers	http://www.ictgames.com/football2.html	Ten less Click on the football that show ten less that the target number	Big as chips interest the second of the seco
Adding Larger Numbers	http://www.ictgames.com/submarinenopad2.html	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.	Section Sect

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	1 2 3 4 5 6 7 8 9 10
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.	A train of the contract of the
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	Character Service Constructions Construction

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 the be recombine to find the total	Control Protect Control Parties Control Parties Control Parti
Adding Larger Numbers	http://www.ictgames.com/moneypayer50p.html	Money – Finding totals up to 50p Select the coins needed to pay for the item.	State of the state
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	Compared State Members Compared Compar
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)	The state of the s

Other useful site	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.	Control Print Control Print Control Print
			10 mm
Other useful site	00.html	The numbers can be covered with coloured virtual paint.	1 2 3 4 5 6 7 8 9 10 1 1 1 1 2 13 14 15 16 17 18 19 20 1 1 1 1 2 13 14 15 16 17 18 19 20 1 1 1 1 2 13 14 15 16 17 18 19 20 1 1 1 1 1 2 13 14 15 16 17 18 19 20 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
Other useful site	http://www.bbc.co.uk/schools/numbertime/games/mend.shtml	Complete the hundred square.	Mend the number square 1 2 3 4 5 6 7 8 9 10 11 12 13 3 5 5 6 7 8 9 10 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 56 56 66 89 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 Sack to 'Play a gene' menu
Other useful site	http://www.bbc.co.uk/schools/numbertime/games/find.shtml	Find matching pairs to develop memory skills	Find one more

Other useful sites	http://www.counton.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) andselecting shapes.	Control file a Princhase Instance of regions of the Control file o