



# MATHSPHUN



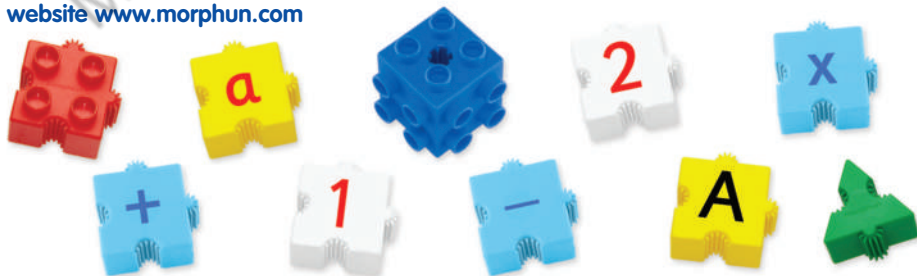
Makes learning more fun  
 Counting made easy

These award winning side joining bricks are designed to allow children to develop maths and writing skills for fun. Here are some suggested games for players or teams to play. You will be able to devise many more of your own. Morphun sets also have Teacher work cards included for further learning value, and FREE on line games to reinforce that learning process. [www.morphun.education](http://www.morphun.education)

These numbered bricks are great fun for all maths exercises. Instructions or work-cards for other exciting games are enclosed. These squares even join to Morphun® construction sets.

Morphun® and Hi-Qube construction sets are side-joining construction systems that are worth looking out for - view our website at [www.morphun.com](http://www.morphun.com). Side-joining bricks with the addition of triangles and other features allow dozens of models and shapes from even small sets, and hundreds from bigger ones. More fun from less pieces, so great value with great instructions sheets and guide books.

We have a full range of maths sets available and you can see all these on our website [www.morphun.com](http://www.morphun.com)



**NEW and completely FREE On-Line Mathspun Game now available on our MORPHUN Game Platform. Combination of learning and fun for a family or whole class of Children. Visit [www.morphun.education](http://www.morphun.education)**





# Makes Numbers

AGE 5yrs+

This game is played with numbers and the players or teams have to make sums.

All the number signs and all addition and subtraction signs are put upside down in the middle. For older players put the division and multiplication signs on the table as well.

The players choose a scorer, who picks a number for the first round. The winner of a round selects the number for the next round. The selected number should be less than 20, unless the multiplication sign is being used, and then should be less than 100.

Start by each player drawing 2 hidden pieces. At each turn the players draw one more piece, until the winning sum is shown. This scores one point.

If the winning sum is 17, each player takes turns to build their sum until they can show a sum with a result of 17. Such as  $8+6+5-2$ . Turns are taken clockwise from the player who selected the winning number.



$$8 + 6 + 5 - 2$$

If all the pieces run out before there is a winner, and only 3 pieces are left to be drawn, that player puts a piece back on the table face down in exchange for the piece being picked up. Each player thereafter also returns one piece to the centre and picks another piece.



$$7 - 2 + 4 = 9$$



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## Numbers and Sequences

AGE 3yrs+

### Game 1. \_\_\_\_\_

Give each player or team all the numbers 1-9.  
Get them to turn all the numbers upside down in front of them.  
On the agreed signal to start, the players all attempt to join the numbers 1-9 in the correct sequence. The first to shout 'numbers' and hold up their line of correctly joined numbers, wins the round.



### Game 2. \_\_\_\_\_

The numbers must be joined backwards 9-1



### Game 3. \_\_\_\_\_

This one is called odds first.



Now try "Evens First".



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## Pentominoes

A great game to play with our linking squares is Pentominoes. This means a shape made with 5 squares. The game can be played with any number of players, but you need a good supply of squares and a scorer with a drawing pad. Players sit in a circle. Below are some examples of pentominoes.



Select one differently numbered brick for each player. Place them face down, mix them up and draw one each. The player with the highest number starts, and the game is played clockwise. Now start the game.

The first player makes a pentominoe. It is either recorded as a simple drawing, or left in the middle. The next player makes another different pentominoe that will not fit exactly over the one(s) already made. Each player adds new shapes until they cannot think of another shape. The winner is the last person to add a new pentominoe shape.

For younger players, try this first with four squares only.

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