

# The items of booth game in mathematics ( Year of 15-16 )

1. Practise mental arithmetic(心算) through throwing dice (EMG01)

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**Practise mental arithmetic (心算) through throwing dice**

**Rule of the game**

**★ Lower Primary ★**  
It's a game for two persons and each takes turn to throw 2 dice. The person, who is faster in calculating the **sum** of the numbers showing on the dice, wins the game. Try the game for 2 rounds.

**★ Middle Primary ★**  
It's a game for two persons and each takes turn to throw 2 dice. The person, who is faster in calculating the **product** of the numbers showing on the dice, wins the game. Try the game for 2 rounds.

**★ Upper Primary ★**  
It's a game for two persons and each takes turn to throw 3 dice. The person, who is faster in calculating the **product** of the numbers showing on the dice, wins the game. Try the game for 3 rounds.

$6 + 4$   
 $4 \times 6$

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2. How much do you know about prime numbers? (EMG02)

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**How much do you know about prime numbers?**

**Rule of the game**

Draw a number card and decide whether or not it is a prime number. Throw the rubber band over the suitable bottle.

Prime numbers: 10, 4, 8, 11  
Composite numbers: 23, 5, 3, 2

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3. Practise mental arithmetic(心算) through drawing unnumber cards (MG03)

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**Practise mental arithmetic (心算) through drawing number cards**

**Rule of the game**

**★ Lower Primary ★**  
Draw two number cards (1-100) and one symbol card (add/subtract). Arrange the cards on the table to form a sensible number sentence, then do the mental arithmetic and say the answer aloud.

**★ Upper Primary ★**  
Draw a card from the 10-99 number cards and another card from the 2-9 number cards. Multiply the numbers on the two cards together and say the answer aloud.

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4. Stationery Circus (EMG04)

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**Stationery Circus**

**Rule of the game**

**★ Lower Primary ★**  
Draw two stationery marked price picture cards. Calculate the sum of the marked prices appearing on the cards.

**★ Upper Primary ★**  
Draw one stationery marked price picture card and one quantity card. Calculate the total amount of money needed.

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5. Clock turning (EMG05)

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**Clock turning**

**Rule of the game**

Draw a "24-hour" time card. Turn the hour hand and minute hand of the clock according to the time shown on the card.

18:30

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6. Changing 3-D shapes (EMG06)

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**Changing 3-D shapes**

**Rule of the game**

Draw a picture card which shows a 3-D shape and answer a mathematical question.

What is this 3-D shape?

How many faces does this shape have?

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# The items of booth game in mathematics

(Year of 15-16)

7. Number dropping box (EMG07)

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## Number dropping box

7      6      8

2      4      9

**Rule of the game**

1. Draw a number card.
2. Drop the balls into two numbered boxes (1 - 9) so that using the operation of +, -, × or ÷, the result of this operation on the two numbers equals the number shown on the card.

Time limit: 30 seconds

**Example:**  
The number shown on the card is 9.  $8 + 1 = 9$ . Hence drop the balls into the boxes numbered "1" and "8".

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8. Putting tangram pieces together (EMG08)

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## Putting tangram pieces together

**Rule of the game**

Draw a picture card and use a set of tangram to complete the shape shown on the card.

★ *Lower Primary* ★  
As a hint, the picture card has already shown 3 pieces.

★ *Upper Primary* ★  
As a hint, the picture card has already shown 2 pieces.

**Example:**

Come on, let's play this game!

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9. Sudoku (EMG09)

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## Sudoku

**Rule of the game**

Each number (1 - 9) can only appear once in each row, each column and each 3 × 3 square. Fill the small squares with the suitable numbers.

Example :

3	8	9	1	4	6	7	5	2
5	7	6	3	9	2	1	4	8
2	4	1	7	8	5	6	9	3
7	9	5	4	3	1	2	8	6
1	6	4	2	7	8	9	3	5
8	3	2	5	6	9	4	1	7
6	5	8	9	2	4	3	7	1
9	1	7	6	5	3	8	2	4
4	2	3	8	1	7	5	6	9

I think I've got it!

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10. Draw with one stroke of your pen (EMG10)

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## Draw with one stroke of your pen

**Rule of the game**

Choose a picture card and try to draw the shape shown on the card with one stroke of your pen.  
(Attention: No repetition of any line segment or curve!)

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11. Game with matches (EMG11)

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## Game with matches

**Rule of the game**

Draw a picture card. Give it some thoughts, and move or remove match(es) as required by the question.

I think I've got it!

Remove 2 matches so that there are only 4 squares remaining in the above diagram.

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12. Let's calculate calories (EMG12)

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## Let's calculate calories

Hey classmates, do you know how many calories are there in the food?

**Rule of the game**

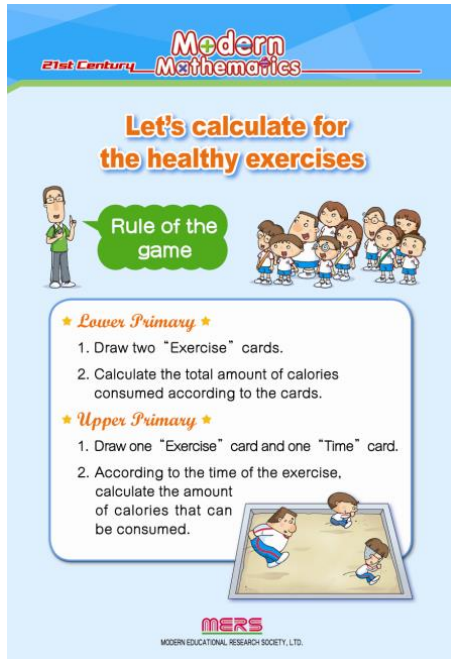
★ *Lower Primary* ★  
Draw two food cards and calculate the total amount of calories in the two kinds of food.

★ *Upper Primary* ★  
Draw a question card and calculate the total amount of calories in the food according to the food-calorie exchange table.

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# The items of **booth game** in mathematics ( Year of 15-16 )

## 13. Let's calculate for the healthy exercises (EMG13)



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**Let's calculate for the healthy exercises**

**Rule of the game**

**\* Lower Primary \***

1. Draw two "Exercise" cards.
2. Calculate the total amount of calories consumed according to the cards.

**\* Upper Primary \***

1. Draw one "Exercise" card and one "Time" card.
2. According to the time of the exercise, calculate the amount of calories that can be consumed.

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