

# OLICO GAMES SHEET

## 1. Blind duplo

### Instructions

In pairs. One partner closes their eyes; the other partner (eyes open) makes a shape using 4 rectangular duplo blocks. With their eyes closed, the other partner has to recreate the shape only by feel (without looking at the original shape). Swap roles a number of times

**Resources:** Duplo

## 2. Maths Party

### Instructions

This is a tablet - based game. 2 players play against each other on either side of the tablet. They are both given simple addition sums to do and they must enter in the right answer to the sum before their opponent. Once a player has entered in the correct answer, both players sums are refreshed and they are given new sums. Try to enter in as many correct answers before your opponent does in the amount of time given. Pass onto other players once completed.

**Resources:** Tablet

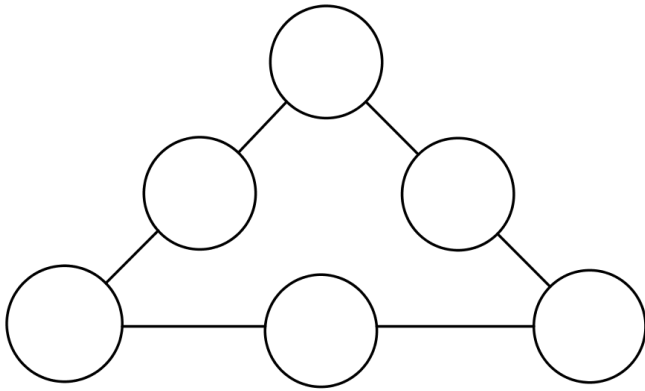
### 3. Triangle totals puzzle

#### Instructions

Place the numbers 1; 2; 3; 4; 5; 6 in the circles so that each line adds up to same.

Place the numbers 4; 5; 6; 7; 8; 9 in each line so that each line adds up to same.

If learners finish early, provide dice and pyramid sums boards for them to do



**Resources:** Laminated triangles

Laminated pyramids

Dry wipe pens and erasers/cloths

### 4. Toothpick challenge

#### Instructions

Using toothpicks and jelly tots, try to construct as many different 3D shapes as you can. Younger learners may use the solid, plastic 3D shapes as a tool to make their shapes. Older learners may look at 2D pictures of 3D shapes

**Resources:** jelly tots, toothpicks, pictures of shapes, solid shapes

### 5. Maths 24

#### Instructions

Using all four of the numbers on the cards, make 24. You may use +, -, x, ÷

**Resources:** maths 24 cards

## 6. 30 Seconds

### What is needed

30 seconds cards, Timer (like a cell phone)

### Instructions

The aim of the game is for players to explain the names or objects on their card without using any of the words on the card or saying what the picture is. Teammates are supposed to try to guess based only on the explanations provided.

### Older Learners >>> WORDS (Grade 6 and up)

1. Split the group up into two smaller groups. Learners must choose who goes first.
2. Explain the rules of the game.
3. Start game and time **30 seconds for each turn**. Team 1 person 1 starts first and gets a point for each word guessed correctly in 30 seconds. Team 2 person 1 goes next, then team 1 person 2 etc.
4. Please check that the rules are followed and volunteer has final say in the points awarded.

### Younger learners >>> PICTURES (babies to Grade 2)

1. Split the group up into two smaller groups. Learners must choose who goes first.
2. Explain the rules of the game.
3. Start game and time **60 seconds for each turn**. Team 1 person 1 starts first and gets a point for each word guessed correctly in 60 seconds. Team 2 person 1 goes next, then team 1 person 2 etc.
4. Please check that the rules are followed and volunteer has final say in the points awarded

### Rules

1. You get a point for that answer when your group members say the word **exactly** the same as what's on the card. Someone keep score.
2. You can only **read** the card once the **timer starts**, and you have to **stop** playing when the **timer ends**
3. You can use **any language** to explain
4. You may **not say the word**, or **parts of the word** on the card (even if you translate it) e.g. if the word is *snake*, you can't say *nôga*. Instead you can give clues to help people guess e.g. *it's a reptile with no legs that can be poisonous, or we found this animal last week in the road*
5. You may **not use parts of the word** on the card to help people guess e.g. if the word to guess is *princess* you can't use the word *prince* (because this is part of the original word)
6. You can't use **letters of the alphabet** e.g. it starts with 's'

## 7. Get through 5 alive game

### Instructions

Played one team/person against another.

Each team gets 5 counters (so need to have two different colour counters). They put them on the green start pentagon.

On a team's turn they throw one dice. They can choose to move any of their counters that number of steps. If their counter lands on a multiple of 5 (a red pentagon) it is 'eaten' i.e. removed from play. If their counter lands on a pentagon where the other team has a bean they 'eat' the other teams bean (i.e. remove it from play). The team that wins is the team who gets the most counters to the green end pentagon.

Note: you can move any counter that is still in play so you can have more than one bean on the board at the same time.

**Resources: Get through 5 alive board and two different coloured counters and dice**

## 8. Salute

### Instructions

**Older Learners (Grade 3 and up)**

**Volunteer:** please remove all picture cards from the deck (i.e. jack, queen, king, joker)

Learners get into groups of three, select the 'captain'. Captain deals one card to each player, face down. When the dealer says "salute", each player raises the card to his or her forehead. The card must face outward but each player may not see their own card. The Captain states the total of the cards. Each player has to determine the value of the card on his or her forehead by looking at the other person's card and finding the difference between that and the total.

Resources: cards

## 9. Backwards race to 20

### Instructions

Build a lego tower with 20 blocks. Play in pairs taking turns. On your turn you can remove 1; 2 or 3 blocks. The person to win is the person who removes the last blocks from the tower. Play a few times and try to figure out the strategy to ensure you win.

**Resources: Lego or duplo blocks**

## 10. Target cards

### Instructions

1. Shuffle the cards, and deal 5 cards to each pair.
2. The volunteer sets a number of challenges. Each pair uses some or all of their five cards to try and meet the challenge and beat their partners. They use the same five cards for each challenge.
3. Possible challenges:
  - Round 1: The largest 3-digit number
  - Round 2: The smallest 4-digit number
  - Round 3: The largest multiple of 3
  - Round 4: The smallest 2-digit even number
  - Round 5: The largest 2-digit odd number
  - Round 6: The number closest to 500
  - Round 7: The even number closest to 800
  - Round 8: The odd number closest to 700
  - Round 9: The largest 3 digit multiple of 5
  - Round 10: Two cards with the largest sum
  - Round 11: Two cards with the smallest difference
  - Round 12: Two cards with the largest product
4. Pairs score 1 point for each challenge they win.
5. The winning pair has the most number of points

**Resources:** pack of cards

## 11. Wooden Block

### Instructions

Using the wooden pieces provided, assemble them to make a perfect cube

**Resources:** Wooden Block game

## 12. Don't Forget

### What is needed

Shopping List - nothing

Picture take away - 2 x set of 10 picture cards

### Instructions

#### Older Learners >>> Shopping List (Grade 5 and up)

1. Set the scene: learners are going to the shop and they need to make a list to remember what they need, but there is no paper so you need to remember what you need to get
2. Each person starts with the **intro**: "I am going to Shoprite and I need to get..."
3. Go around the circle and each person **says the intro and adds one item to the list**, while remembering everything that came before. If it helps, learners can also make an action with each item. Encourage creativity! Did you know you could buy an aeroplane from Shoprite ;)
4. As far as possible, learners should try remember the items without help from their friends.
5. If learners have reached the end of their limit, give them a **new** scenario: Learners need to pack to go to Limpopo to visit family friends and they need to remember what to bring.

#### Younger learners (very young to Grade 4)

This is a memory game where learners look at pictures on cards and must remember what they have seen

1. Place the picture cards in a row face-up. Start with 3 cards for very young kids and 4 cards for Grade 2 -4.
2. The next steps encourage learners to talk about the cards. Ask them things like: what are they?, which one is first? What position is this one in? Is the x on the left or right of y? etc
3. Tell them remember where everything is, to close their eyes and then volunteer takes one picture away. Do not move the other cards.
4. The learners need to tell you which one was taken and what position it was in. if they are struggling to remember, put everything back and show them again, alternatively, use only two cards.
5. Repeat steps 2 - 5.
6. Judging from how easy this was, increase the number of cards in the next round and repeat steps 2 - 5, taking one or two cards away from different positions.

### 13. Leapfrog

Players sit in a row of seven chairs, with 3 red learners on left, an open chair and then 3 blue learners on the right. The goal is to swap over the learners so the red learners end up on the right, the blue learners on the left and an open chair in the middle.

- Frogs can only move in one way: Red frogs can only move the right, blue frogs can only move to the left.  
AND frogs can only move by sliding or jumping:
- A frog can slide onto an empty chair that is next to it.
- A frog can jump over ONE other frog of the other colour into an empty chair

**Answer:**

**Resources:** 6 learners in a team. **7 chairs.** Two different coloured buttons (e.g. red and blue)





#### 14. Snakes and ladders

##### Instructions

**Resources:** snakes and ladder board game, dice

#### 15. Guess the shape

##### Instructions

Put one of the shapes into a small sack and close it. Give the sack to a member of the group with the blind fold on. That member must then feel the sack with the shape inside of it and guess which shape it is. Every member of the group should get a turn to guess the shape.

**Resources:** Blind fold, shapes, small sack.

#### 16. Bowling for Maths

##### Instructions

Using 9 500ml bottles labelled with the numbers from 1 - 9, arrange them like 10 pin bowling pins so that they make a triangle. Take turns rolling a ball towards the pins and see how many you can knock over in one try! Count up the numbers on each pin that gets knocked over and whoever gets the most points wins!

**Resources:** bottles with water and number labels, balls