

Numeracy Warm Up Battle

Flash your fingers, shout the answer first — the fastest mental maths wins.

SCAN TO SEE IT PLAYED



The core game

How it works

- 1 Find a partner and stand facing each other. Decide whether you are playing addition, subtraction, or multiplication.
- 2 On 'go', both players simultaneously hold out any number of fingers from one to five.
- 3 The first player to correctly shout the answer — the sum, difference, or product of both players' fingers — wins that round.
- 4 Play five rounds. The player with the most round wins is the champion, then find a new partner and play again.

Ways to play

Two versions for every occasion

Way 1 — Classic Battle (School Version)

Best for 2 players · Quick rounds, any setting

- Pair up and agree on the operation: addition for younger players, subtraction or multiplication for older ones.
- Count '3, 2, 1, go!' together and both hold out 1-5 fingers simultaneously.
- Shout the answer as fast as you can — first correct answer wins the round.
- Keep score over five rounds. Winner stays, loser rotates to a new partner.
- Challenge mode: shout the operation type out loud after seeing the fingers — add, subtract, or multiply — then solve it.

Way 2 — Family Tournament (Home Version)

Best for 2-6 players · Kitchen table or living room

- Set up a simple bracket — pairs play five rounds and winners advance.
- Younger children play addition only; older children and adults play the operation chosen by the younger player to keep it fair.
- Add a bonus rule: if both players shout the right answer at the same time, both score a point.
- The overall tournament winner gets to pick the next family game or choose dessert.

TIP FOR PARENTS

Try this at home

Let your child choose the operation each round — giving them that small control boosts their confidence and willingness to try harder problems. Don't slow down for them; the slight pressure of pace is actually what builds speed over time.

THE SCIENCE OF
PLAY

Why it works

Rapid mental calculation under mild time pressure strengthens number fluency more effectively than worksheets because the competitive element creates genuine motivation and the social energy makes it memorable. Doing this as a physical warm-up also primes the brain for deeper learning by raising heart rate and alertness.

SCHOOL ' HOME

The connection

Your child used this game at school to warm up their maths brain before a lesson — a two-minute battle at home before homework can make a real difference to how quickly they get into the zone.