

Games Pack



Worksheets and Activities



MANGAHIGH

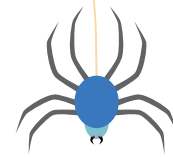
westermann

INTRODUCTION

Concept

Games on Mangahigh are made up of separate stages that each target a specific curricular learning objective. *Jetstream Riders* has '7 Times Table' and *A Tangled Web* has 'Basic Angle Rules', for example.

These stages can be found on the Mangahigh platform by using the search and explore features on the Assign tab.



School assignments

Reports

Assign

Games centre

Leaderboards

Mr P Carter

Inbox

Admin

Knowledge Base

Logout

Mangahigh College of Mathematics

School ID Switch School

Activate Demo Mode

Browse all activities

You are currently on our trial version

UPGRADE NOW

Tips: Assign

Search by name or topic

FILTERS

Popular Try these activities

Change decimals into percentages and fractions

Use timetables and charts

Multiply and divide integers to -100

Estimate with addition

Finding prime factors

Minus Miners

Ice Ice Maybe

Sigma Prime...

Curriculum

- + Key Stage 1
- + Key Stage 2 (Lower)
- + Key Stage 2 (Upper)
- + Key Stage 3
- + Key Stage 4

For each stage of the game we provide a **worksheet** (to be completed before playing the game) and an **activity** (to be completed after playing the game).

The worksheet will establish the conceptual understanding required in order to succeed at the game. The activity will reinforce the concepts covered by the game.



Worksheets

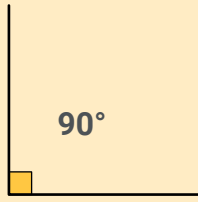
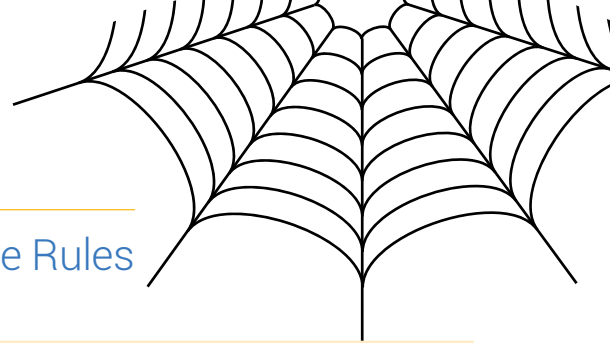
- Students complete these before playing the games.
- They cover the fundamental concepts required to play the games.
- They create a foundation for learning, and can be used as a supplement to introducing a new topic.
- Each one is engaging, and makes use of a variety of question types with images and puzzles.

Activities

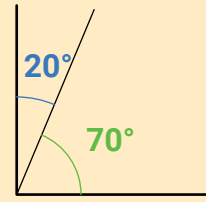
- Students complete these after playing the game.
- They can be 1 player puzzles, 2–4 player games or large group activities.
- They reinforce the concepts covered by the games.
- Each one is intended to create an environment for students to engage with the topic and one other.

Games

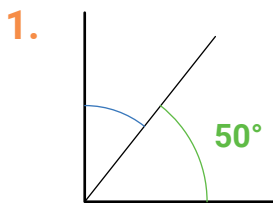
A Tangled Web - Basic Angle Rules



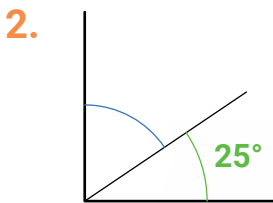
The angles in a right angle always add up to 90° .



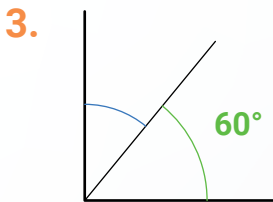
Circle the value of the missing angle in each question.



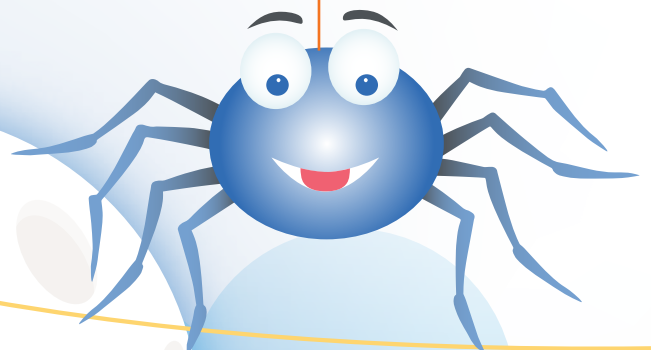
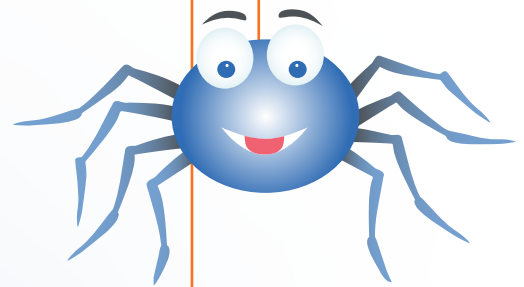
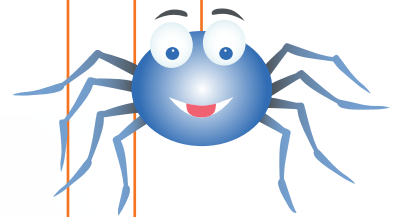
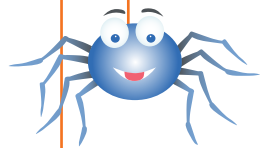
- 40°
- 30°
- 50°



- 75°
- 55°
- 65°

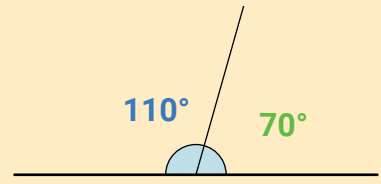


- 20°
- 30°
- 40°



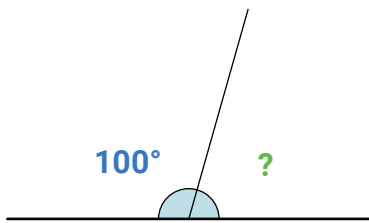
180° 

The angles on a straight line always add up to 180° .

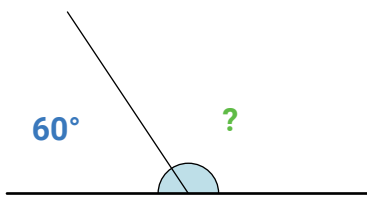
 110° 70° 

Fill in the missing angle in each question.

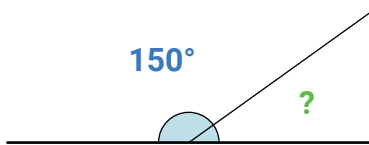
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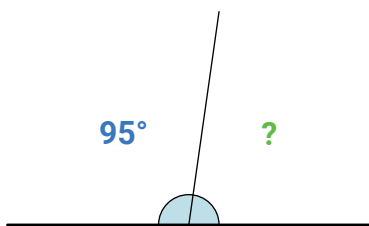
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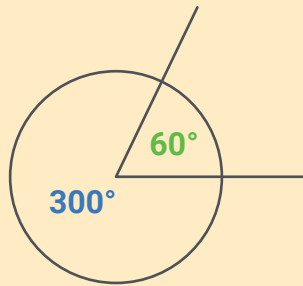
6.



7.



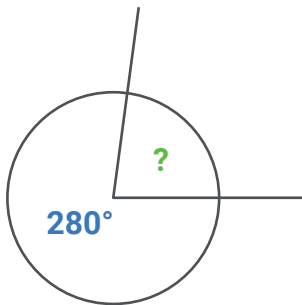
The angles around a point always add up to 360° .



$$300^\circ + 60^\circ = 360^\circ$$

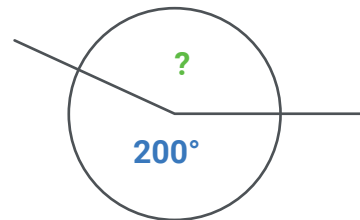
Fill in the missing angle in each question.

8.



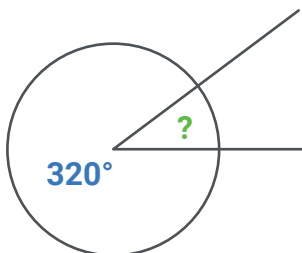
°

9.



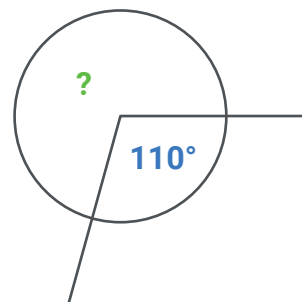
°

10.

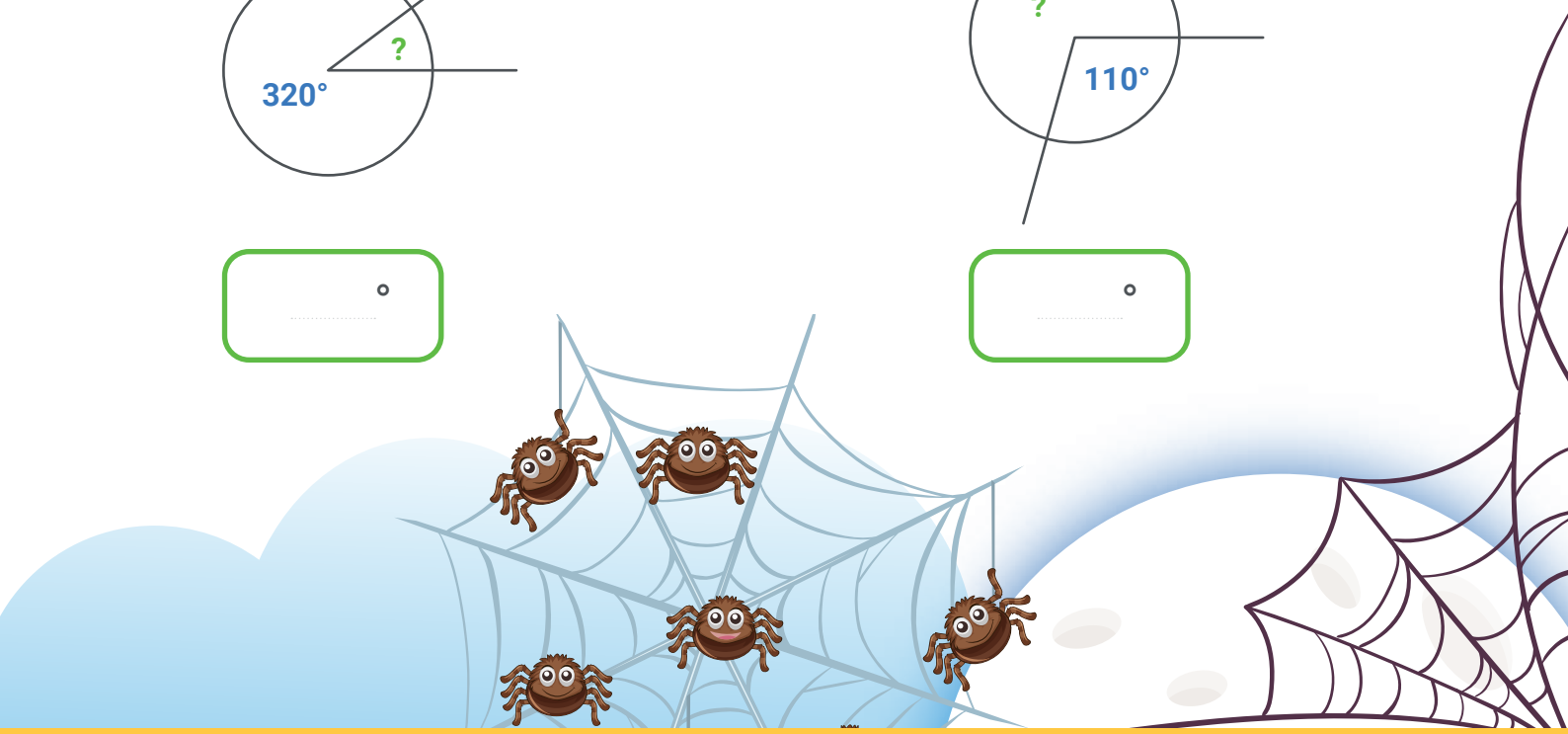


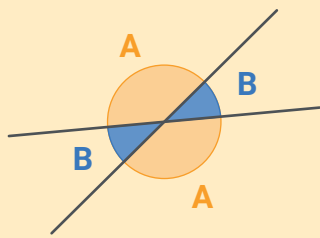
°

11.



°

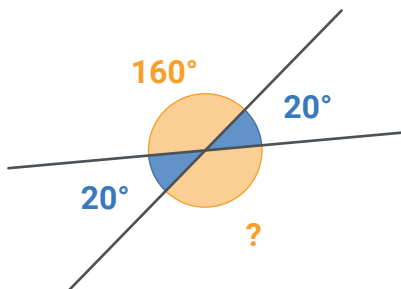




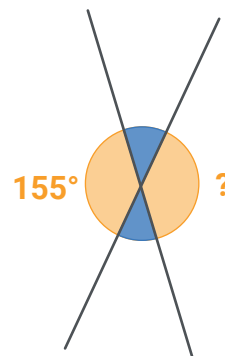
When two lines intersect, the opposite angles are always equal.

Fill in the missing angle or angles in each question.

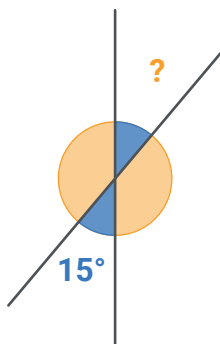
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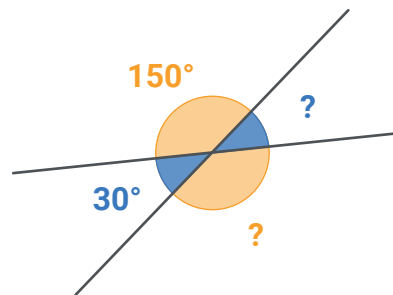
13.



14.



15.



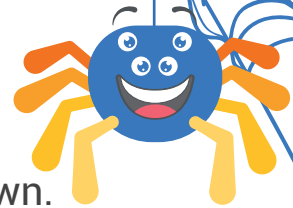


Activity 1

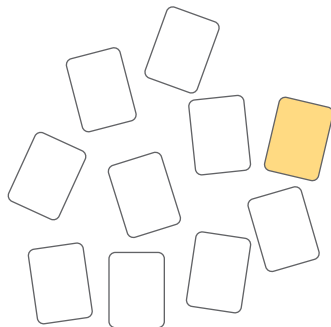
Matching pairs (1–2 players)

Before playing:

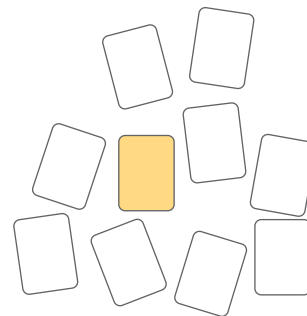
- Cut out the cards on the next 2 pages – keep them as 2 separate decks.
- Shuffle each deck and then spread the cards face down.



Deck 1

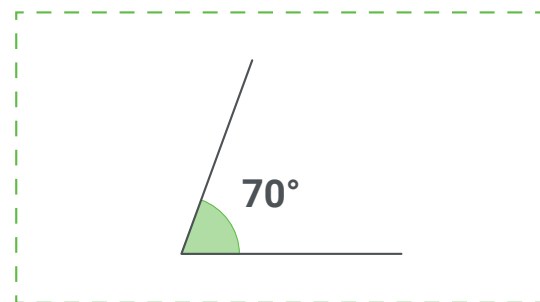
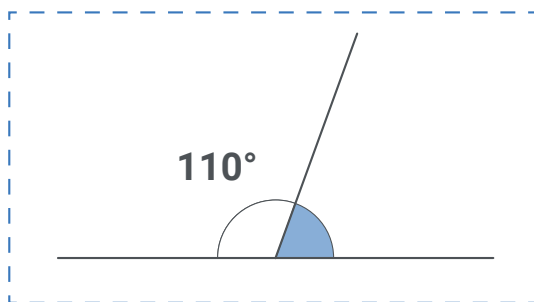


Deck 2



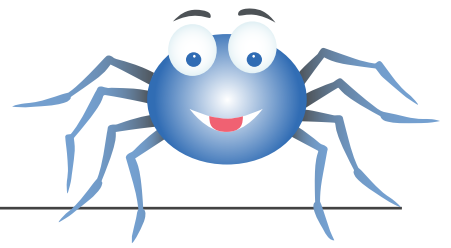
To play:

1. The first player turns over one card from each deck.
2. If the missing blue angle from the first card matches the angle in the second card, remove them from the game and keep them.



3. Otherwise, turn the two cards back over.
4. This is the end of your turn.
5. Take it in turns to find pairs of angles, until there are no cards remaining.

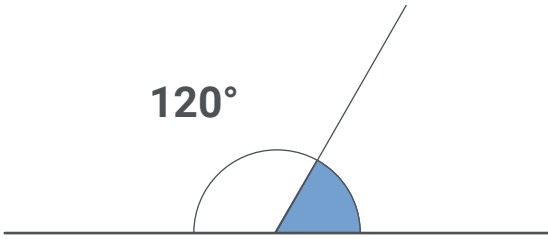




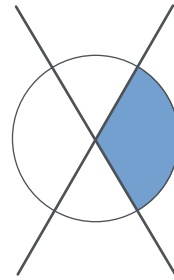
Deck 1



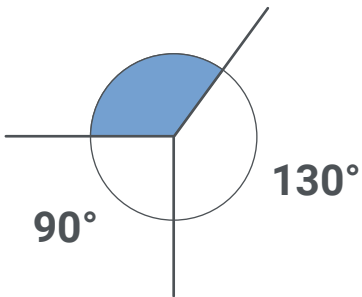
120°



125°

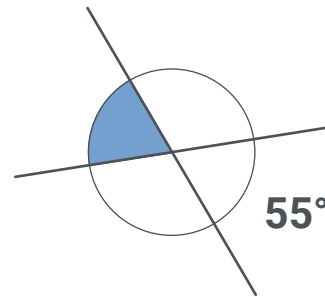


90°

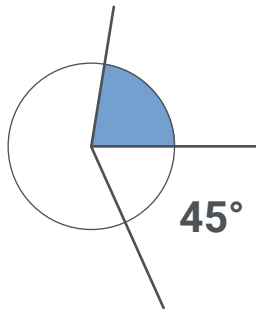


130°

55°

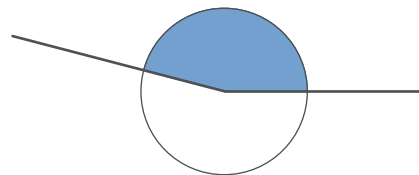


245°

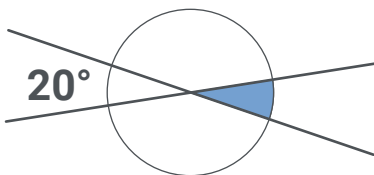


45°

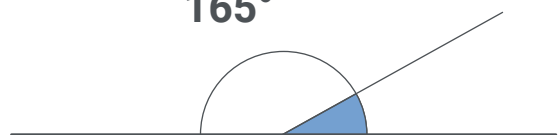
195°



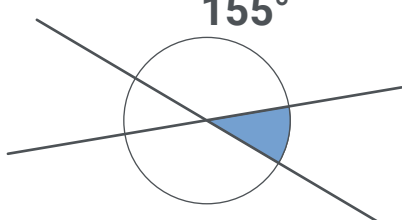
20°



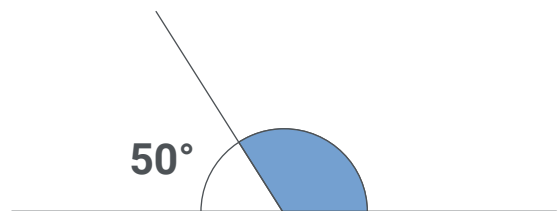
165°

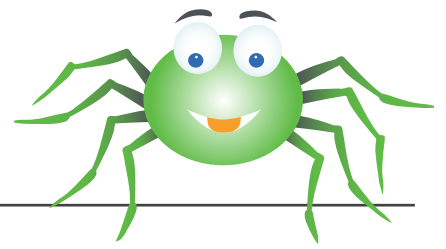


155°



50°





Deck 2

