

# Games Pack



## Worksheets and Activities



**MANGAHIGH**

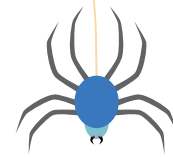
*westermann*

# 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.



American School of Mathematics

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Ends October 2022

Class	Assignment	Status	Ends	Students
Class 1	MVP US Diagnostic - Grade 4 - Number and Operations Fractions	PRODIGI	ended: Thu, 17 Nov 2022	3 students
Class 1	MVP US Diagnostic - Grade 4 - Operations and Algebraic Thinking	PRODIGI	ended: Thu, 17 Nov 2022	3 students

Ends April 2021

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

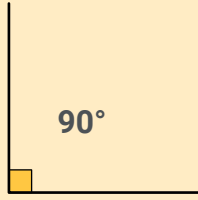
- Students complete these before playing the games.
- They cover the fundamental concepts required to play the games.
- They create a foundation for learning, and can be used as a supplement to introducing a new topic.
- Each one is engaging, and makes use of a variety of question types with images and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

## Activities

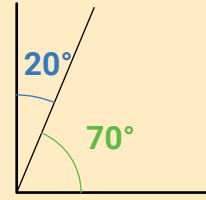
- Students complete these after playing the game.
- They can be 1 player puzzles, 2–4 player games or large group activities.
- They reinforce the concepts covered by the games.
- Each one is intended to create an environment for students to engage with the topic and one other.

# Games

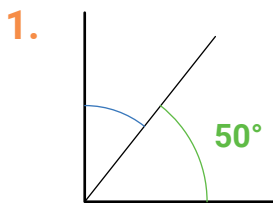
## A Tangled Web - Basic Angle Rules



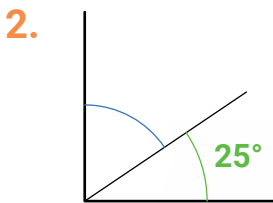
The angles in a right angle always add up to  $90^\circ$ .



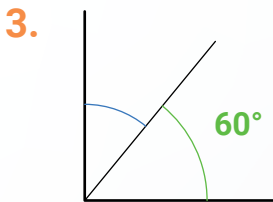
Circle the value of the missing angle in each question.



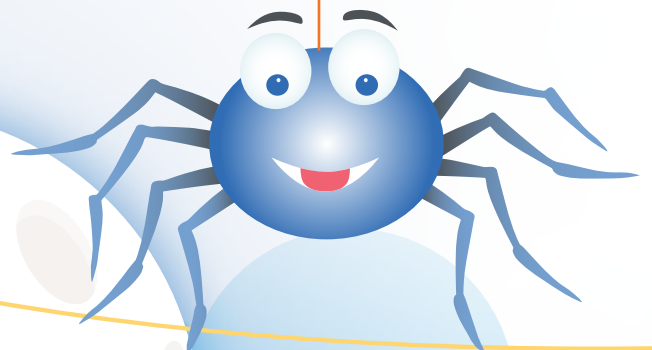
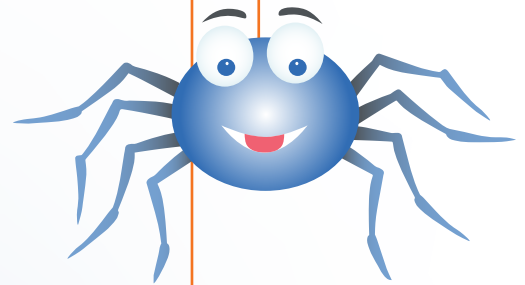
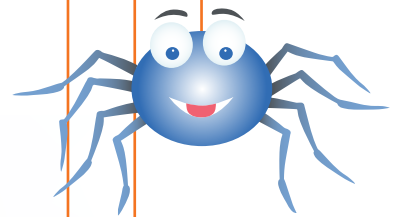
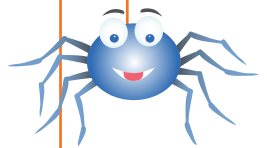
- 40°
- 30°
- 50°



- 75°
- 55°
- 65°

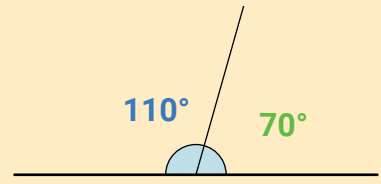


- 20°
- 30°
- 40°



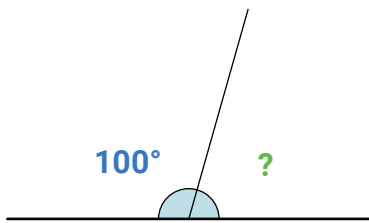
$180^\circ$ 

The angles on a straight line always add up to  $180^\circ$ .

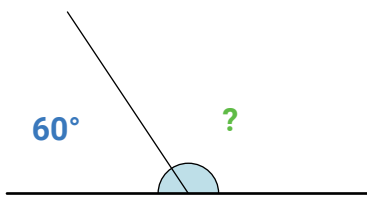
 $110^\circ$  $70^\circ$ 

Fill in the missing angle in each question.

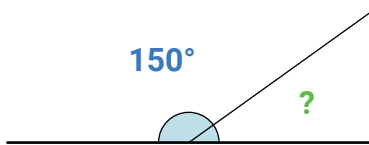
4.



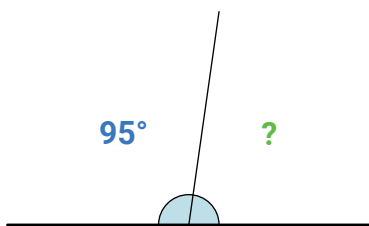
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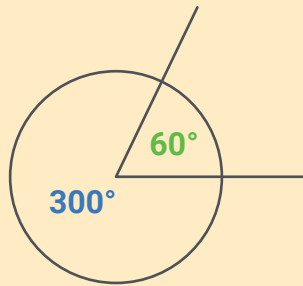
6.



7.



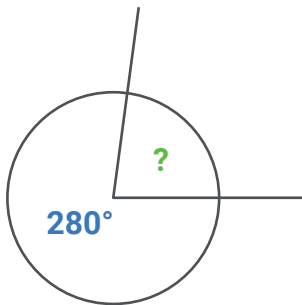
The angles around a point always add up to  $360^\circ$ .



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

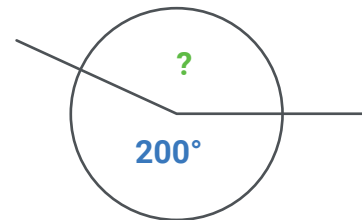
Fill in the missing angle in each question.

8.



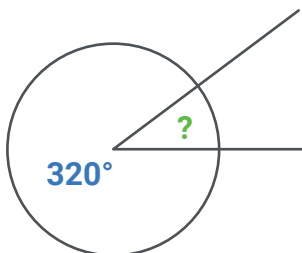
°  
 .....

9.



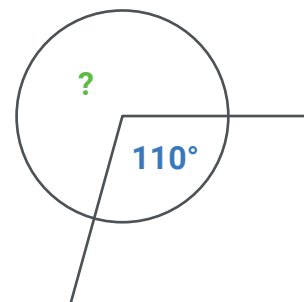
°  
 .....

10.

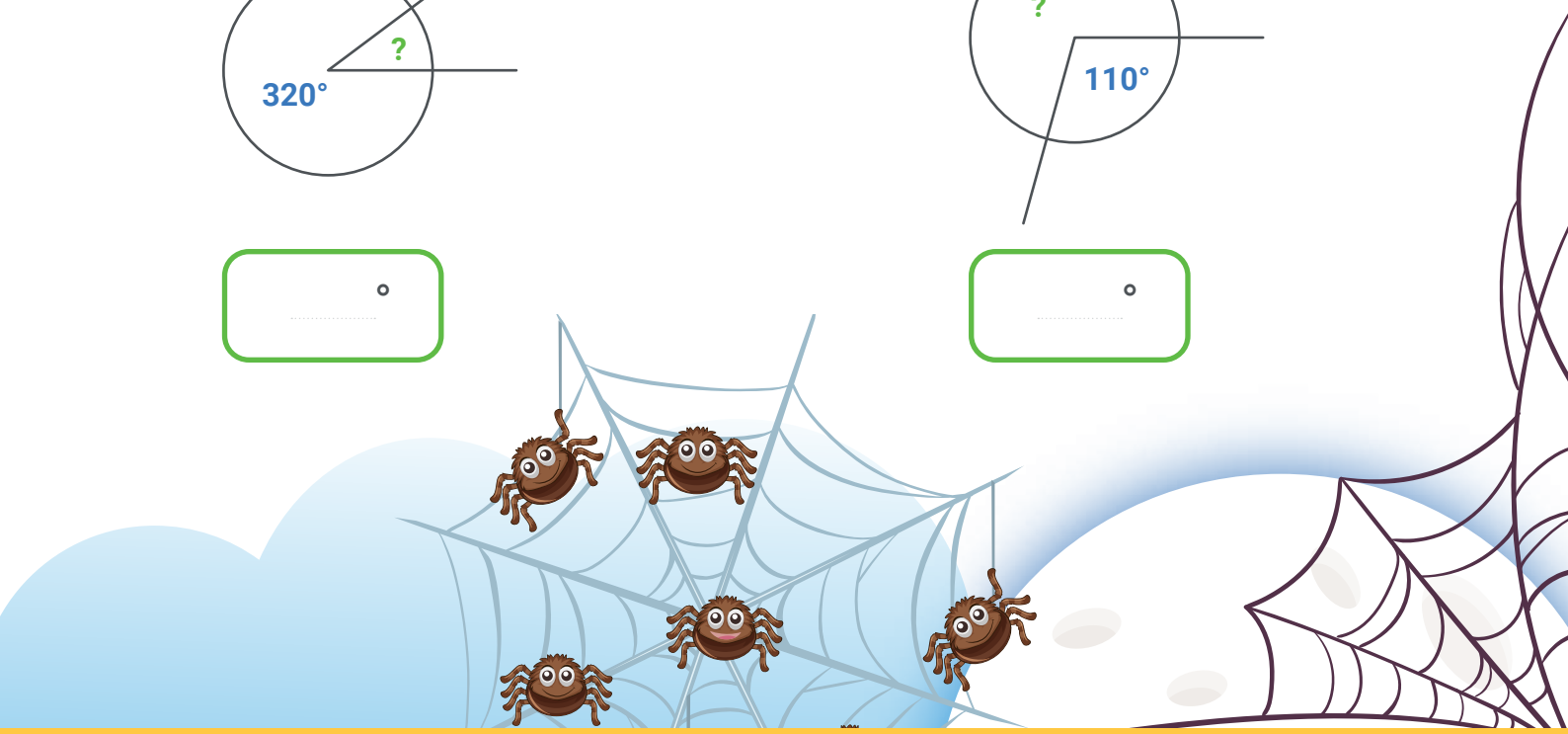


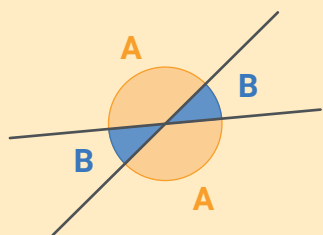
°  
 .....

11.



°  
 .....

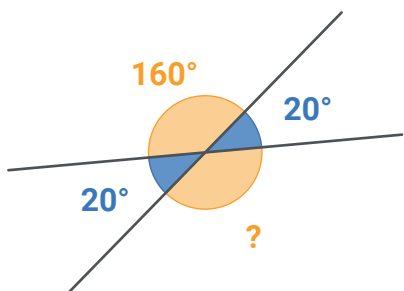




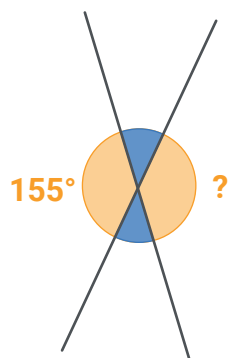
When two lines intersect, the opposite angles are always equal.

Fill in the missing angle or angles in each question.

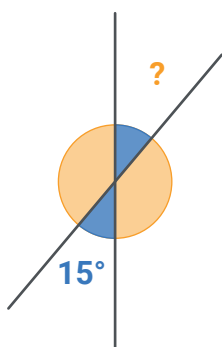
12.



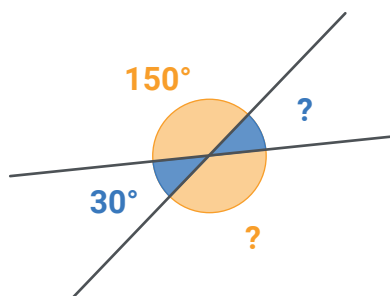

13.




14.




15.






# Activity 1

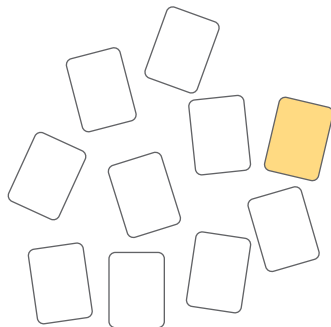
Matching pairs (1–2 players)

## Before playing:

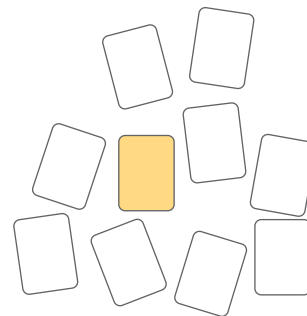
- Cut out the cards on the next 2 pages – keep them as 2 separate decks.
- Shuffle each deck and then spread the cards face down.



Deck 1

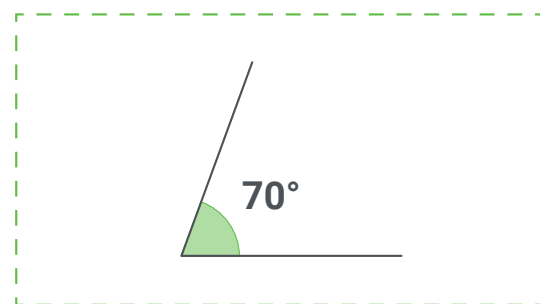
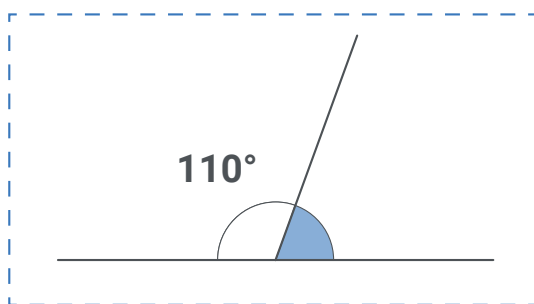


Deck 2



## To play:

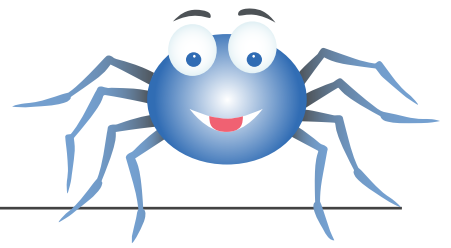
1. The first player turns over one card from each deck.
2. If the missing blue angle from the first card matches the angle in the second card, remove them from the game and keep them.



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.



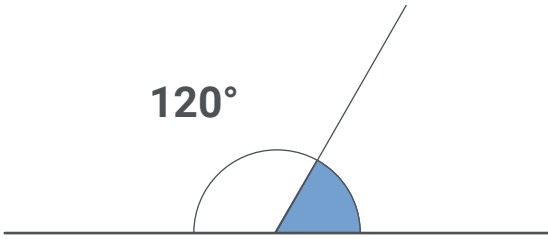




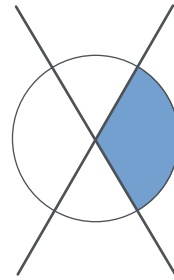
# Deck 1



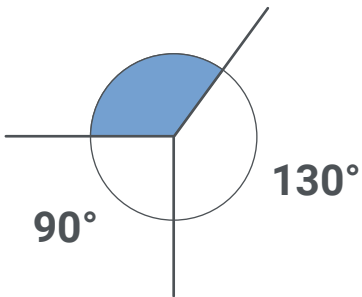
120°



125°

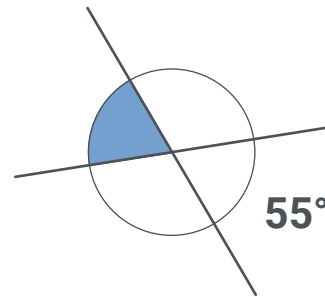


90°

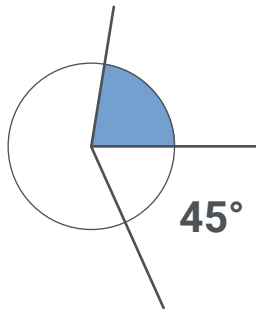


130°

55°

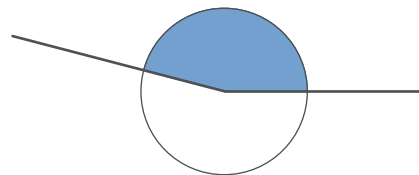


245°

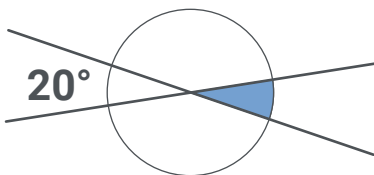


45°

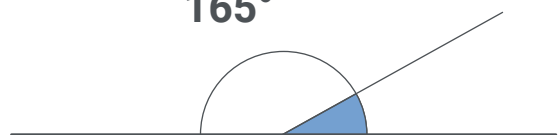
195°



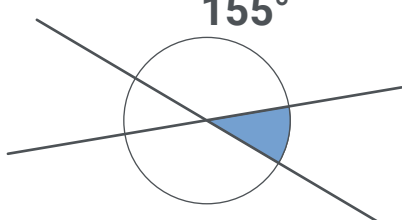
20°



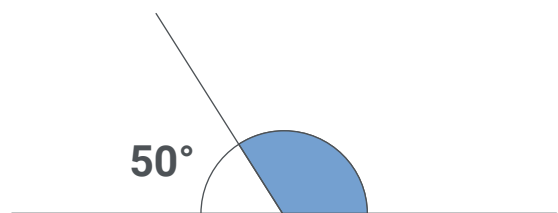
165°

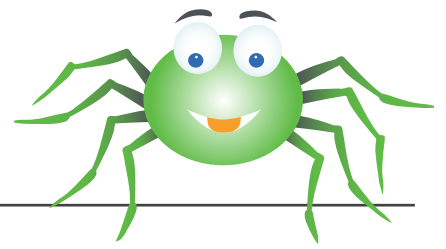


155°



50°





## Deck 2

