

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 *Flower Power* has 'General Fractions', for example.

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



The screenshot displays the Mangahigh platform interface. On the left, a sidebar contains navigation options: School assignments, Reports, Assign (highlighted with a red box and an arrow), Games centre, Leaderboards, Mr P Carter, Inbox, Admin, Knowledge Base, and Logout. The main content area is titled "Browse all activities" and features a search bar, a "UPGRADE NOW" button, and a section for "Popular Try these activities" with five activity cards. Below this is a "Curriculum" section with expandable options for Key Stage 1 through 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

Flower Power – General Fractions



For each question, circle the **smaller** fraction. Use the pizzas to help you.

1.



$\frac{2}{3}$



$\frac{1}{3}$

2.



$\frac{1}{3}$



$\frac{1}{2}$

3.



$\frac{1}{2}$



$\frac{2}{3}$

4.



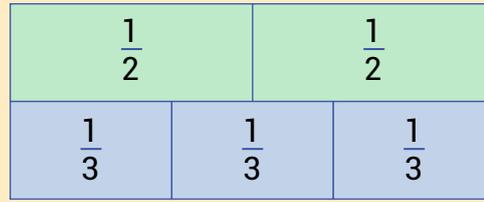
1



$\frac{2}{3}$



You can use a fraction wall to compare fractions



For each question, circle the **larger** number.

Use the fraction wall to help you.

5. $\frac{1}{3}$ $\frac{2}{3}$

6. $\frac{2}{3}$ $\frac{1}{2}$

7. $\frac{2}{3}$ $1\frac{1}{3}$

8. $1\frac{2}{3}$ $1\frac{1}{3}$



These number lines are increasing by $\frac{1}{5}$ each step.

9. Fill in the missing numbers.



10. Fill in the missing numbers.



11. The car can only drive by moving to a **higher number** each time. Shade a path for the car to get to the beach.



$\frac{1}{3}$	$\frac{2}{3}$	1	$1\frac{1}{2}$	$1\frac{1}{3}$	$2\frac{1}{2}$	$4\frac{1}{3}$	$4\frac{1}{2}$
$\frac{1}{2}$	$\frac{2}{3}$	2	$1\frac{3}{4}$	$3\frac{3}{5}$	$4\frac{1}{2}$	$4\frac{3}{5}$	
$\frac{2}{3}$	$1\frac{2}{3}$	$2\frac{1}{5}$	2	4	$4\frac{2}{5}$	$4\frac{4}{5}$	5
$1\frac{1}{5}$	$2\frac{2}{5}$	$2\frac{4}{5}$	3	$2\frac{2}{3}$	4	$3\frac{4}{5}$	
$1\frac{4}{5}$	$2\frac{1}{5}$	$2\frac{3}{5}$	$3\frac{1}{3}$	$3\frac{1}{2}$	$3\frac{2}{3}$	$3\frac{1}{2}$	



12. The car can only drive home by moving to a **lower number** each time. Shade a path for the car to get to the home.



$\frac{1}{3}$	$\frac{2}{3}$	$\frac{1}{2}$	$1\frac{1}{2}$	$3\frac{3}{5}$	$4\frac{1}{2}$	$4\frac{1}{3}$	$4\frac{1}{2}$	
	1	2	1	$3\frac{2}{5}$	$3\frac{4}{5}$	4	$4\frac{1}{3}$	
	$1\frac{1}{3}$	$1\frac{2}{3}$	$3\frac{2}{5}$	$3\frac{1}{5}$	4	$4\frac{3}{4}$	$4\frac{1}{2}$	5
	$2\frac{1}{4}$	2	$2\frac{3}{5}$	3	$2\frac{2}{3}$	4	$4\frac{2}{3}$	
	$2\frac{2}{3}$	$2\frac{1}{4}$	$2\frac{4}{5}$	$3\frac{2}{3}$	$3\frac{1}{2}$	$3\frac{2}{3}$	$3\frac{1}{2}$	



Activity 1

Top trumps (2 players)

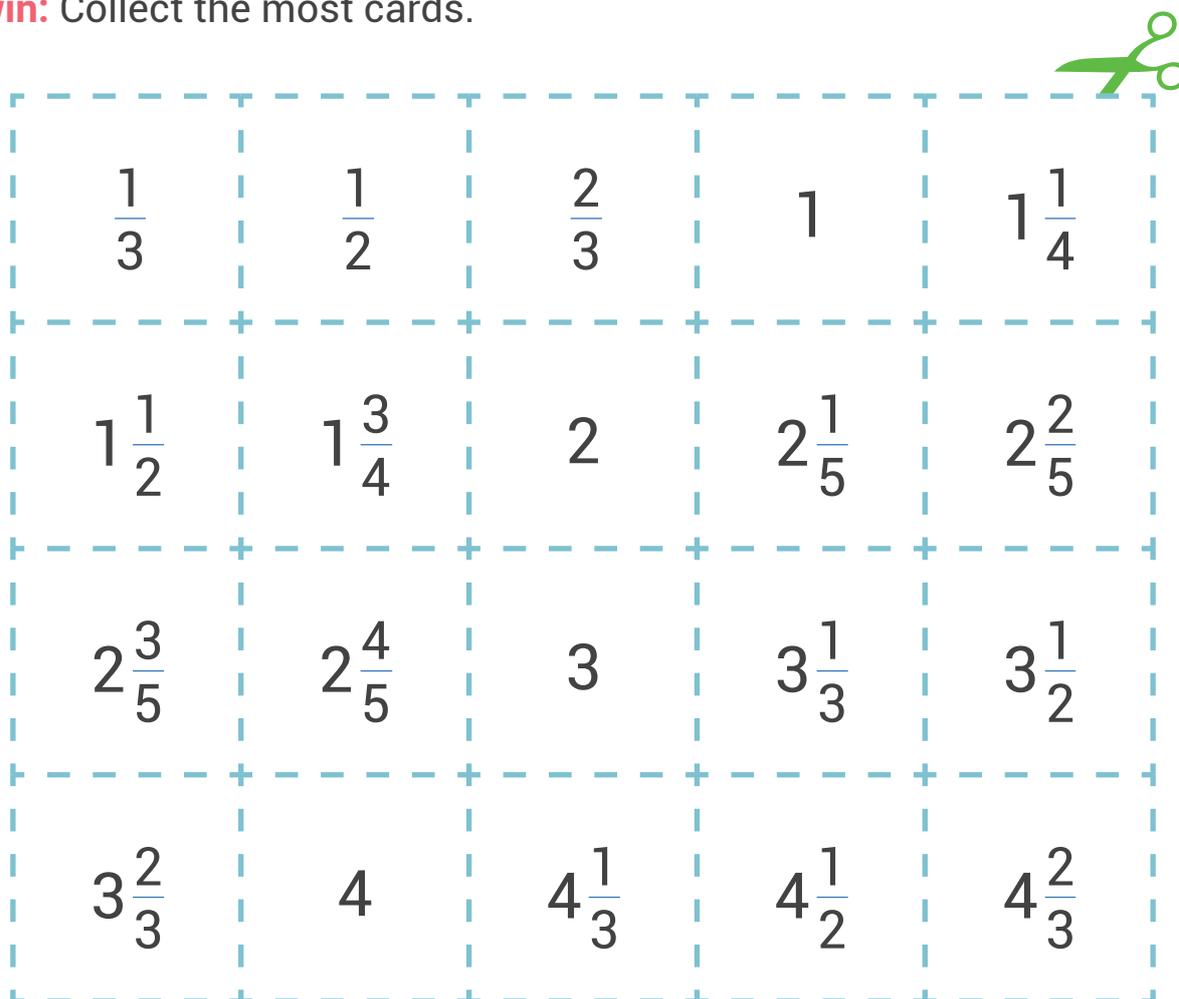


- Cut out the cards.
- Shuffle the cards and deal them equally between both players.
- Both players take one card each and look at it, without showing it to the other player.
- Decide which player goes first.

To play:

1. Out loud, the active player says whether they think that their card is higher or lower than their opponent's card.
2. Both players show their cards
3. If the active player is correct, they take both cards.
If the active player is incorrect, the other player takes both cards.

To win: Collect the most cards.



Activity 2

Bank or bust (2+ players)

- Start with all the cards in a deck.
- Place the top card, face up, on the table.
- Decide who will go first.

To play:

1. The active player guesses if the next card will be higher or lower.
2. The active player reveals the next card.
3. If they are correct, they can choose to “bank” the face-up cards, or they can guess again. If they choose to “bank”, they put all the revealed cards in a pile in front of them and this ends their turn.
4. If they are incorrect, place all the revealed cards in the discard pile. Play now passes to their opponent.

To win:

Collect the most cards.





Activity 3

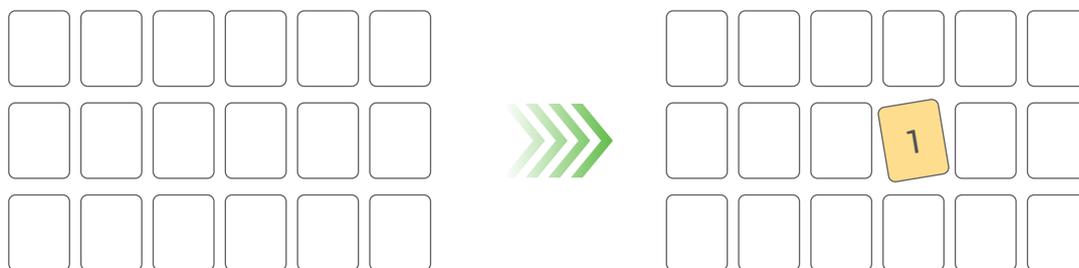
Fill the chain (2 players)

Aim of the game:

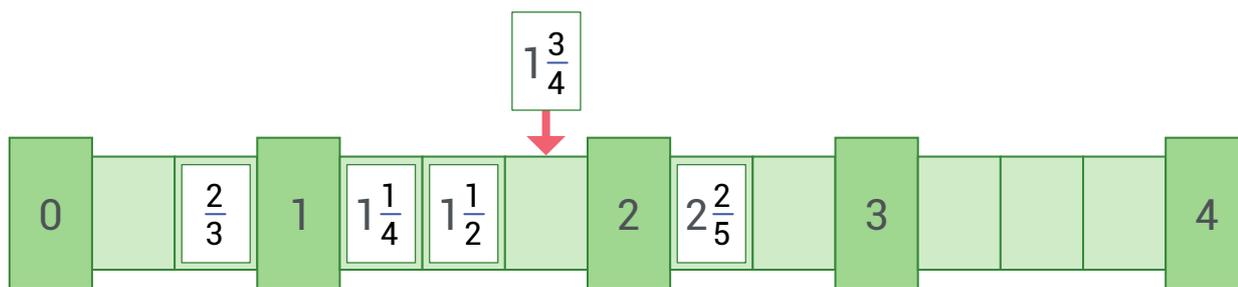
- Be the first player to have a complete chain of numbers from 0 to 4.
- Use the chains and cut out the cards on the next page.

To play:

1. Each player selects a "chain" to fill.
2. Place all the cards face down in the middle of the table.
3. Take it in turns to turn one card over:



- If you can place the fraction, add it where it fits on the chain. (Make sure the chain is always in order from lowest to highest.)
- If you have no place left on your chain to put the fraction, turn it back over and end your turn.



To win:

Be the first player to complete the chain!



$\frac{1}{3}$	$\frac{1}{2}$	$\frac{2}{3}$
$\frac{1}{3}$	$\frac{1}{2}$	$\frac{2}{3}$
$1\frac{1}{4}$	$1\frac{1}{2}$	$1\frac{3}{4}$
$1\frac{1}{4}$	$1\frac{1}{2}$	$1\frac{3}{4}$
$2\frac{1}{5}$	$2\frac{2}{5}$	
$2\frac{3}{5}$	$2\frac{4}{5}$	
$3\frac{1}{3}$	$3\frac{2}{3}$	$3\frac{1}{3}$
$3\frac{2}{3}$	$3\frac{1}{2}$	$3\frac{1}{2}$

