



## Build a Cube

**Year**

3

**Focus**

Shapes and times tables

**What's needed**

x4 Home Mats

**Action Mats required:**

Press ups, Speed Bounce, Sit Ups Mat and Skipping Mat

**Maths mats required:**

X60 ish number tiles – any (need at least 6 per group)



The diagram illustrates four rows of activities. Each row starts with a cube, followed by a 'Home Mat' (green, red, yellow, blue), then an 'Action Mat' (green, red, yellow, blue), and finally a collection of number tiles. The number tiles are arranged in a grid-like pattern for each row. The tiles are: Row 1: 6, 4, 2; Row 2: 5, 6, 1; Row 3: 6, 5, 6; Row 4: 3, 4, 6; Row 5: 6, 4, 2; Row 6: 3, 3, 6; Row 7: 3, 2, 5; Row 8: 4, 1, 5.



## Warm Up

### Lucky Dip Bing

X60 ish number tile mats faced down across the area that you are using.

Teacher asks Pupils to move around the room in a variety of different ways – jogging, crawling, hopping, Jumping etc.

When the teacher calls out “Pick a Winner” The children can pick up x2 number tiles of their choice. Teacher calls out a number between 10 and 99. The children turn over their tiles and check to see if they have got the matching tiles. Pupils shout out “Bingo” if they have and is awarded 10 points. Teacher then asks pupils if they have a number tile that is in the 6 times table. If they correctly say they do, then they get x2 points. The tiles are then placed face down again and the children move off around the area as per the teacher’s instructions. The game is then repeated but with pupils moving differently each time. Would play around 5 rounds or up to x10 minutes.



Could develop the movements into dynamic stretching. Could also remove all of the winning tiles as well as those identified in the correct times table. Children can share number tiles if you take them away from the warm up.

## Main task

### Build a Cube

Relay race format, so arrange the pupils into groups of around 4 per group per Home Mat. On the teacher’s instruction, the first pupil from each team runs out, performs the movement as per their Action Mat for 6 repetitions or up to 10 seconds and then continues their run to the number tiles. Once collecting a number tile, they run straight back to their team. Each team member goes until all x6 tiles are back and the pupils are able to build a 3D Cube with the number tiles. Can then play again but groups move to a different home mat so they perform a different Action mat activity.



Could say the team with the highest number tiles or lowest numbers on their tiles when accumulated win. Could ask children to jog, Skip, Jump when running to the Action Mats and the number tiles. Can the pupils think of other shapes they can make from the tiles – whether 2D or 3D. Adapt the races accordingly.