



Bal Bharati Public School

Sector-12, Dwarka, New Delhi-110075



Children
Games
Book

TEXT

TEXT

TEXT

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TEXT

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TEXT

Winning by SPINNING



FINISH



RULES

This game is all about fun with maths, you can clearly get the aim of this game and i.e reaching the castle.
Rules are as follows-


- Firstly, there is a dial, you've to spin the dial to win the game.
 - Secondly, there are numbers written on the dial and they are 1-6 and a start column as well.
 - You need to get the hands of dial on the start column made, to start the game.
 - And then you need to move ahead.
 - The number you get through the dial is number of the steps you will have to move ahead.
 - From this you can get that, you will have to spin the dial before every chance you get.
- There are some obstacles as well and they are clearly explained on the game board, there are no as such rules that you've to follow regarding obstacles, reading it once from the board can surely make you understand and this is how it all goes like, **Play hard And have fun!**



Efforts by
 Omanshu Rajpal,
 Sanchit Chopra, Aarsh katoch
 Students of Class 9-D

COUNTER GAME



$49 \div 7$	$40 \div 8$	$9 + 9$	start	$60 \div 8$	$27 \div 9$	$54 \div 9$
$45 \div 9$	1	5	2	10	 2	$14 \div 7$
	6	 3	6	7	4	$56 \div 7$
$46 \div 8$	4	3	5	 8	3	
$42 \div 7$	2	8	9	5	2	$48 \div 8$
	 4	10	9	7	1	$9 \div 9$
$81 \div 9$	8	2	4	8	7	$18 \div 9$
$63 \div 9$	3	1	6	 9	4	
$80 \div 9$	 5	6	3	1	9	$63 \div 7$
$8 \div 8$	$37 \div 7$	$21 \div 7$	$90 \div 9$	$72 \div 9$	$72 \div 8$	$32 \div 8$

RULES

- Place the game pieces on start, throw the dice and move that many spaces around the outside.
- Find the answer to the face that you landed on the middle. Place your color counter on the answer. Only 1 answer at a time.
- If there is a counter on the answer you can't put your answer down.
- If your answer is a hat you can put 2 counters in that square. If your answer is a shark fact, you can take another player's counter/s off the answer in the middle and put your counter down.
- The winner is the 1 with the most no. of counters on the answers in the middle at the end of the game.

Efforts by



Smiling EARTH

- ## RULES
- The children have to start the game by keeping a coin on start when they get 1 or 6 on dice.
 - Once the game starts, the player will have to move the coin according to the no. on dice.
 - Players have to read & follow the instructions whatever is written on boxes.
 - If the Player reaches pink star, they have to move two squares backwards.
 - If the Players reach green star, they will move two squares ahead.
 - The Player who reaches the smiling earth first will be declared the winner of the game.



Efforts by



- RULES**
- Start with the first square, make 1 move only if you throw green.
 - Toss the coloured round by turns to make the movers, if you get the green side, more 1 step ahead & if you get the red side, move 1 square back.
 - Some square have a no. in it. If a player lands on the square with a no. in it, he/she has to find the double of the no.
 - If the answer is correct, the player can move as much square ahead as the answer.
 - Eg. If a player land on a square with a 2 you to find the double, that is 4. the player found 4 stapes ahead. The one who covers all the squares first wins the game.



Efforts by
Dishita
Students of Class II-C

CLIMB *the* LADDER



RULES

- A two player game, toss the die and note the number.
- If the player gets 2,4,6, he will rise the steps according to the
- If 1,3,5 come up, the player will have to answer a question.
- If answer is wrong, he will have to go one step back.
- If answer is right either he can climb two steps or answer one more question and climb 5 steps if it is right, stay on the same step if the second question is answered wrongly.
- The player who reaches the tenth step earlier will be the winner.



Efforts by

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RULES

- To begin, all the players throw dice one by one. The player with biggest number gets the first turn.
- Others take their turn clockwise.
- The first player throws the dice, then moves his turn in clockwise direction.
- The player next to him/her draws the card from the deck of same color; speaks the sum from the pack of cards and ask the player to answer. If the player answers the sum correctly, he gets the value marks indicated on the card.
- If he answers incorrectly, he will have to go back to the standard triangle of that turn.
- If the player's turn lands on a bumper triangle, a card from the bumper package is drawn.
- He can chose the color of their choice except black.
- If he answers correctly, his marks shall be doubled or tripled accordingly.



Efforts by

ROLL AGAIN	17	CHANGE	19	20	21	22	23	CHANGE	25	26	MISS 1 TURN
16	<div style="text-align: center;"> </div>										27
15											CHANGE
14											29
CHANGE											30
12											31
11											32
GO TO START	10	9	8	CHANGE	6	5	4	CHANGE	2	1	START



RULES

- A beautiful Smile on your face because Maths is not Dull and Dry
- Maximum No. Of players — 4
- Solve the Brain — teasers but if the answer is wrong go to start.
- Do as instructed in CHANCE.
- One who completes the 3rd round first, will be the winner.



Efforts by

ROLL AGAIN	17	CHANGE	19	20	21	22	23	CHANGE	25	26	MISS 1 TURN
16	<div style="text-align: center;"> </div>										27
15											CHANGE
14											29
CHANGE											30
12											31
11											32
GO TO START	10	9	8	CHANGE	6	5	4	CHANGE	2	1	START



RULES

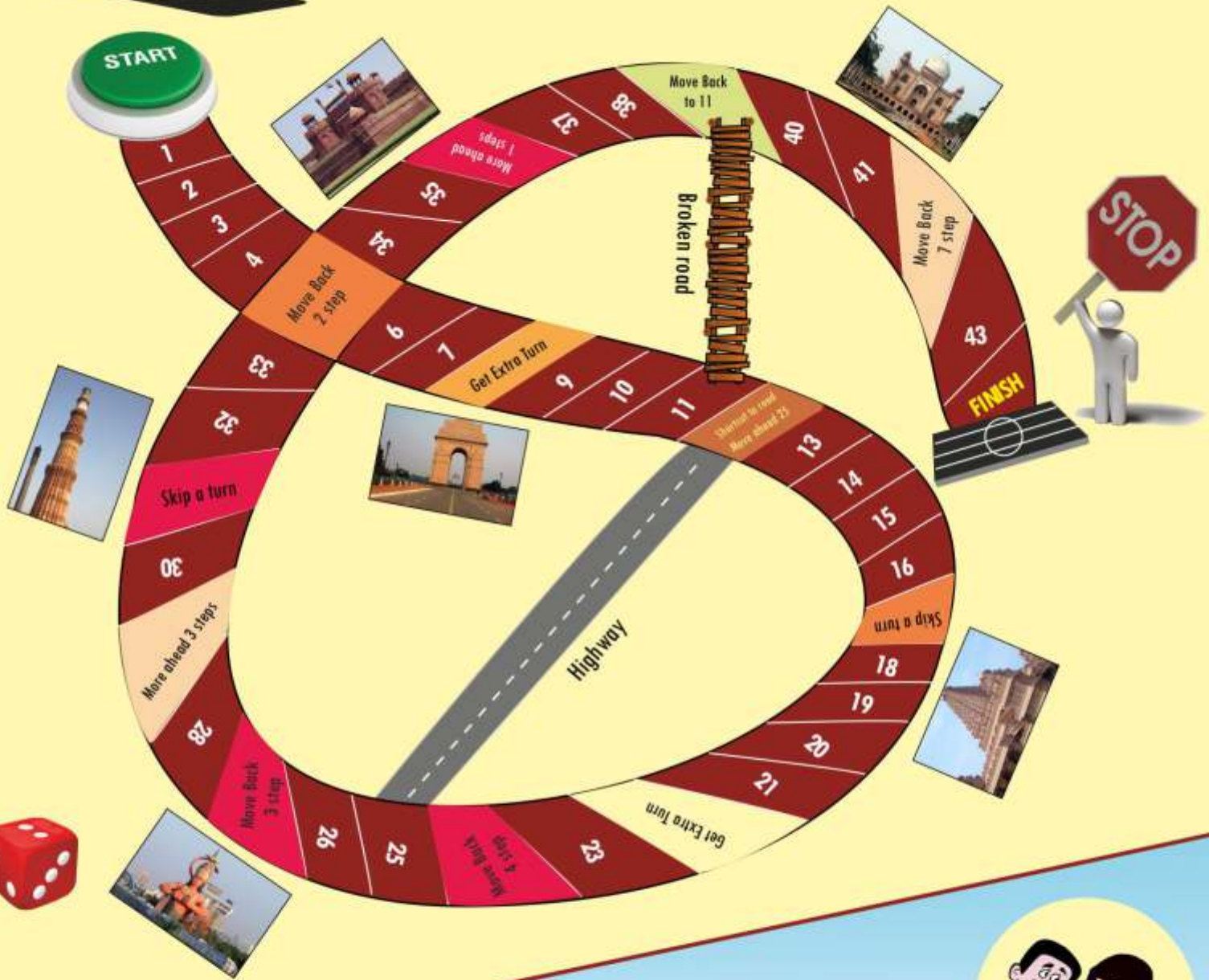
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- Do as instructed in CHANCE.
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Efforts by



BUS RIDE



RULES

- This game can be played by 2 or more players.
- A player opens the game with six or one.
- The one who finishes the game first is the winner.



Efforts by
Shubham Jindal, Somya Kinra
Students of Class

BRAIN GAIN

Time is running out... Tic -tock



- No. Of players - 1 to 4
- Age Group -10 to 12
- Three sets of question – $12 \times 3 = 36$
- Move the hand clockwise.
- According to the pointed no. select the corresponding questions.
- Anti clockwise move will attract negative points. Correct answer 2 points and wrong answer 1 negative point.
- Maximum point winning player will be winner.

Efforts by
Natasha, Nikunj, Kabir, Kartikey
Students of Class

CROSS THE BRIDGE



- This game is played by two players and each of them place their dices on each bridge respectively.
 - If the sum of the two dices are same as that on the bridge, then the player crosses the bridge and reaches the cafe.
 - If a player get a number more than twice which has already been crossed on the bridge then the player goes to jail.
 - To come out of jail the player needs to miss a chance.
 - The first one to have at least 6 dices in the cafe is declared the winner.
- note: two dices ought to be used and the no. on the bridges should be from 2-12

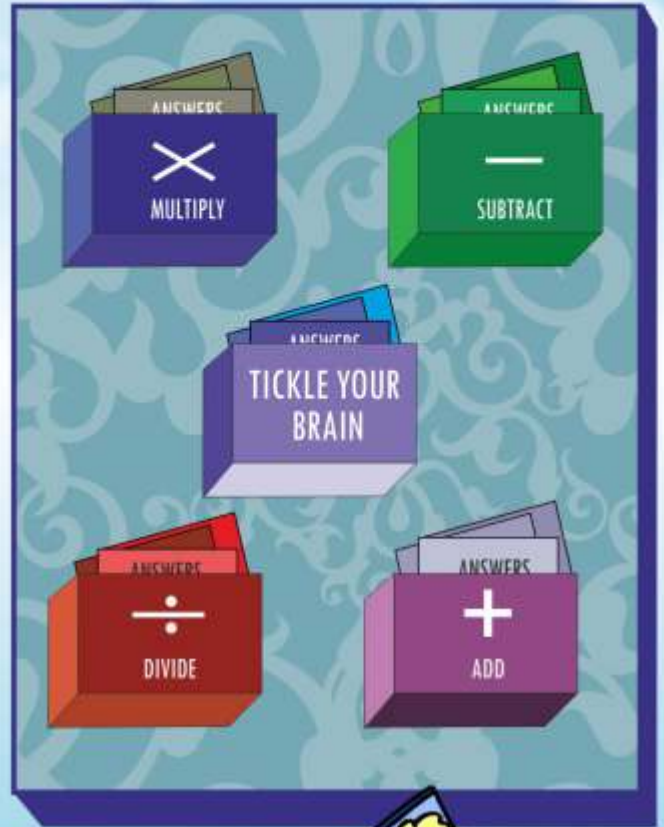


Efforts by
Dishaa Rajora



TICKLE YOUR BRAIN

×	÷	+	—
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10



RULES

- The Players have to choose their Signs.
- The Players have to move Dice turn wise.
- For eg. If their Dice No. is 3. The another Player have to ask questions related to their Sign & no. Player have to answer that question only in 1 min.
- The Player which move first on his/her position will win the game.

Efforts by
Kanishka, Maluka, Nandini
Students of Class VI-D

HEXA RACE



- Maximum No. Of players – 4
- Minimum No. Of players – 3
- The One who first reaches the finish line, will be winner of the game.

Efforts by

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SOLVE THE MAZE & WIN



START	1 3+4	2 4+4	3 FORWARD 2	4 9+5	5 13+2	6 20-6
7 6+6	8 20+6	9 5×2	10 START 2 AGAIN	11 3×9	13 2×7	14 BACK 3
15 24-5	16 14-4	17 FORWARD 4	18 20+6	19 3×7	20 BACK 1	21 5×6
22 3×9	23 4×6	24 FORWARD 2	25 19+6	26 20+7	27 22+9	28 START 21 AGAIN
29 32-3	30 29×1	31 FORWARD 4	32 26-6	33 3+4	34 GET 1 TO WIN	FINISH



RULES

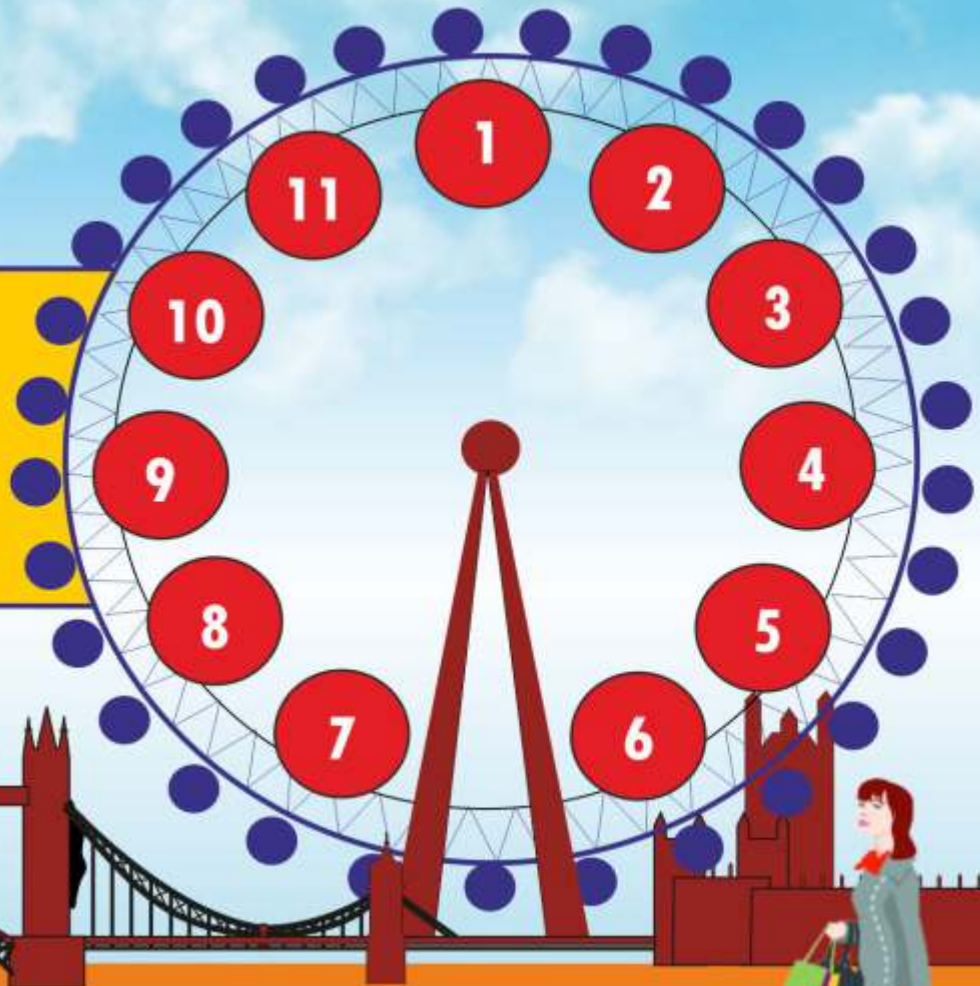
- Roll the dice and count according to the number that shows up.
- When a player land 8 on a space, the player say 8 the answer of the problem on the space within a determined time.
- LOOSE -The player loses a turn to play if the answer is wrong.
- Go forward Go backward- by the number given in the boy.
- Landing on space "RESTART" sends the player back to start.
- To finish the game, the player must get the exact number on the dice to end



Efforts by
Aayati Kalra
Student of Class II-C

LONDON EYE JOURNEY

SALE



RULES

- This game can be played by more than 2 players.
- In this game you come across the London eye shopping mall in London.
- You throw the die . There are two dices. When you throw the die , the numbers comes by adding the appearing numbers on both the dice.
- Then whichever number comes you pick that shop and you buy it.
- For example – if you get $2+3=5$, 5 number shop will any goods.
- Then each player sells whatever they bought at a profit percent of 25%.
- Whosoever gets more money will win.



Efforts by

Omanshu Rajpal, Sanchit Chopra, Aarsh katoch
Students of Class 9-D

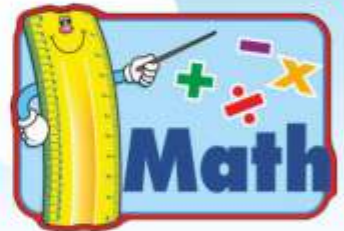
MATHEMATICS BOARD GAME

18	—	17	+	14	=	BOX-1
—		+		—		+
17	+	1	—	4	=	BOX-2
+		—		+		+
5	—	3	+	20	=	BOX-3
=		=		=		=
BOX-4	+	BOX-5	+	BOX-6	=	BOX-7



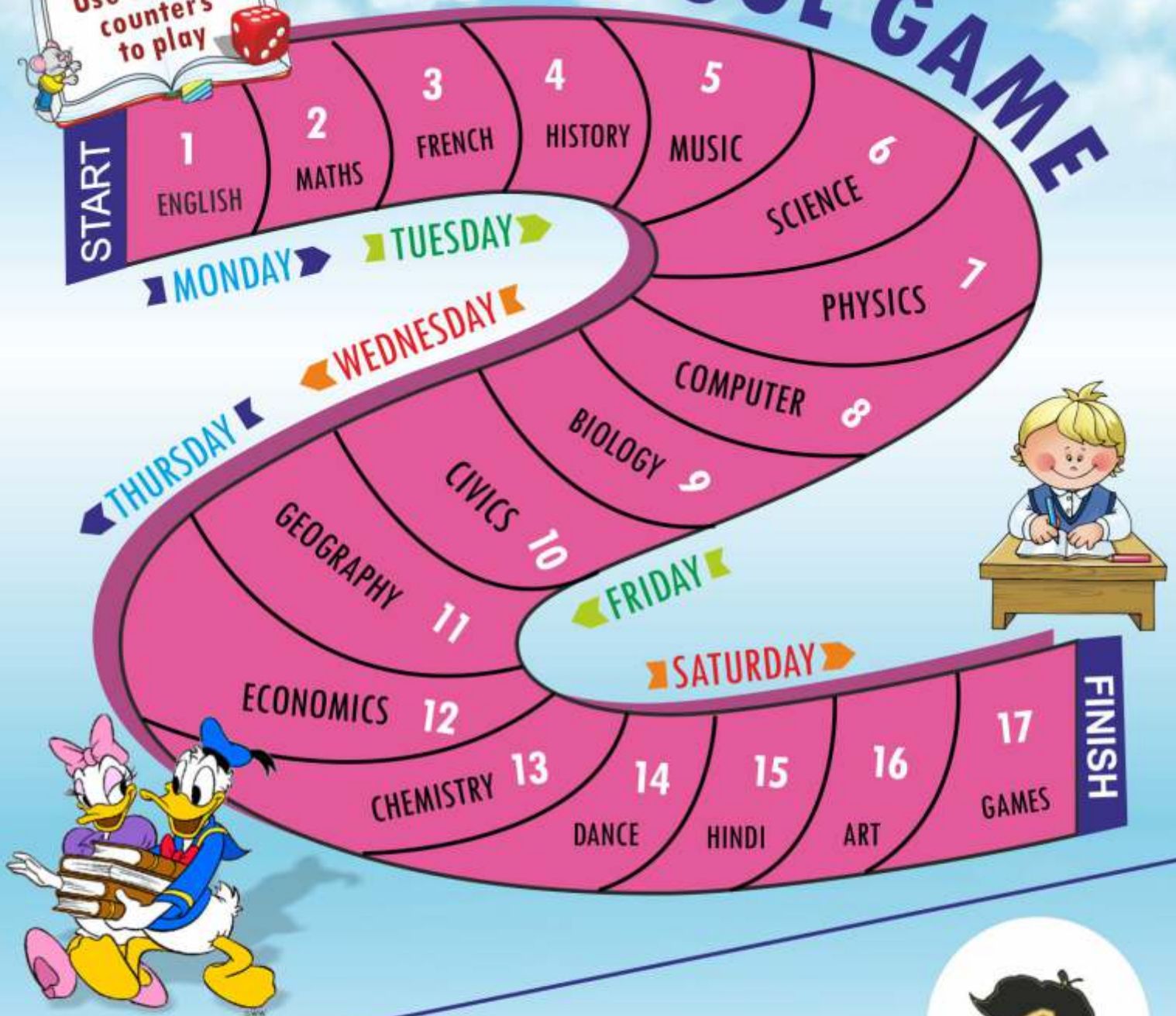
RULES

- Fill in the blank spaces using any of the 4 fundamental operations i.e. "+", "-", "x" or "÷"
- You cannot use any operation more than twice.
- 4 marks will be awarded for each correctly solved puzzle.
- Time allotted for solving each puzzle is 5 minutes.
- The player who solved more puzzles in less time is the winner.



Efforts by
Nikhil Taneja
Students of Class VII-D

SCHOOL GAME



RULES

- 2-4 players can play this game.
- To start the game you need to get 1 or 6 on the dice.
- On reaching the BOX which has a star you will have advance two steps.
- The one who reaches the finish point first wins the game.
- Hope you enjoy the game.



Efforts by
Somya Kinra, Soumya Pande
Students of Class XI-D

PLAY WITH INTEGERS

21	22	23 $(-100) + 10 \times 0$	GO TWO STEP BACK	25 START
20	19 $(-10) \times (-12)$	18	17	16
11 $(-31) \div (-30) + (-1)$	12	GO BACK TO START	14	15 $a + b$
10	9	8 $(8-4) + (4-3)$	7	6
1 START	2 $(-56) + (-73)$	3	4	5 $(-4) \times (-3) \times (-2)$



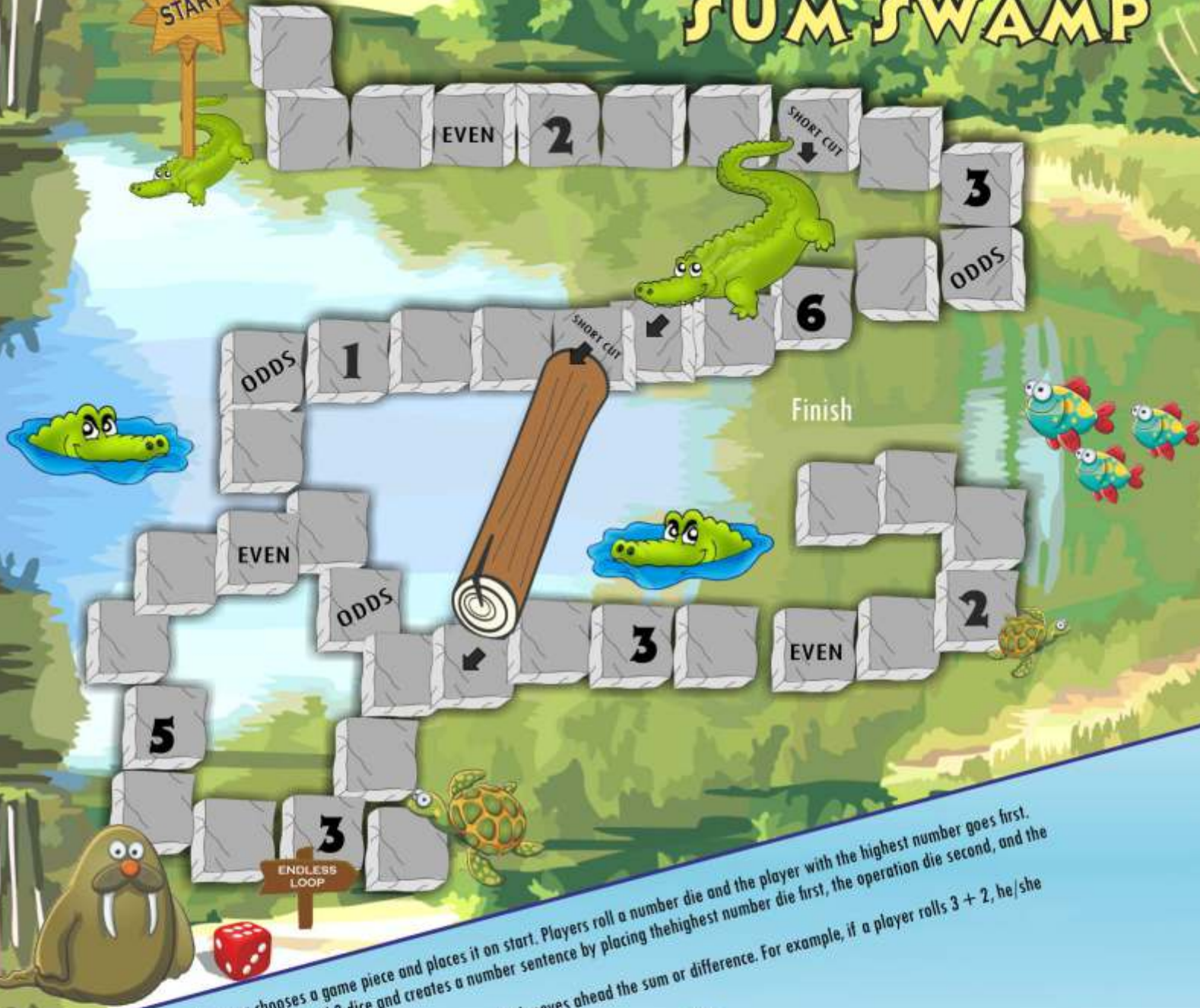
RULES

- This game is based on mathematical sums of integers.
- In this game only two players can play.
- If the player come on a sum then they will get only 30 seconds to solve it.

Efforts by
Tanya
Student of Class VII-B

START

SUM SWAMP



RULES

- Each player chooses a game piece and places it on start. Players roll a number die and the player with the highest number goes first.
- The first player rolls all 3 dice and creates a number sentence by placing the highest number die first, the operation die second, and the smallest number die last.
- The player then adds or subtracts the numbers, and moves ahead the sum or difference. For example, if a player rolls $3 + 2$, he/she moves ahead 5 spaces.
- If a player rolls a combination that equals 0 ($5 - 5 = 0$), he/she does not move.
- Then it is the next player's turn.
- The first player to reach the finish space is the winner!
- (Note: players do not need to roll the exact number to reach the finish space.)
- "Evens" or "Odds"
 - If a player lands on one of these spaces, he/she rolls one die.
 - If a player rolls an "even" or "odd" number as indicated on the game board, he/she moves ahead that number of spaces. If an even/odd number is not rolled, the player must wait until his/her next turn and try again!
- **Number Space:**
 - If a player lands on a number space, he/she rolls the operation die. If the player rolls a +, he/she moves ahead that number indicated on the space. If the player rolls a -, he/she moves back that number.
- **"Short Cut"**
 - If a player lands on one of these spaces, he/she follows the arrow as indicated on the board.
- **"Endless Loop":** All players enter the loop as the arrow on the board indicates.
- Players continue moving counterclockwise around the loop. If a player lands on the space marked "exit," he/she can exit the loop on his/her next turn.



Efforts by

WAIT FOR YOUR TURN	$114 + 12$	$498 - 58$	$786 \div 42$	$624 - 35$	79×58
65×45					$714 + 49$
25×8					$99 + 8$
50×72					854×98
$764 - 85$					$840 + 91$
$382 + 92$					19×3
18×6					219×29
612×2					$82 + 96$
11×77					$15 + 68$
$98 \div 5$					415×72
155×10					$916 - 25$
78×8	35×10				
START	FINISH	$19 \div 5$	$315 - 42$	16×50	$927 - 162$



RULES

- 2-4 players can play this game.
- Throw the 'Dice' & move the coin.
- Answer the question, given in the squares within 7 seconds.
- If the answer is wrong, move two spaces backward.
- The first player to reach finishing line will be WINNER.....



Efforts by
Akash Kashyap
Students of Class VII-C

ABC GAME

	H	i	J	V	W	X
	G		K	U		Y
	F		L	T		Z
	E		M	S		
	D		N	R		
A	B	C	O	P	Q	



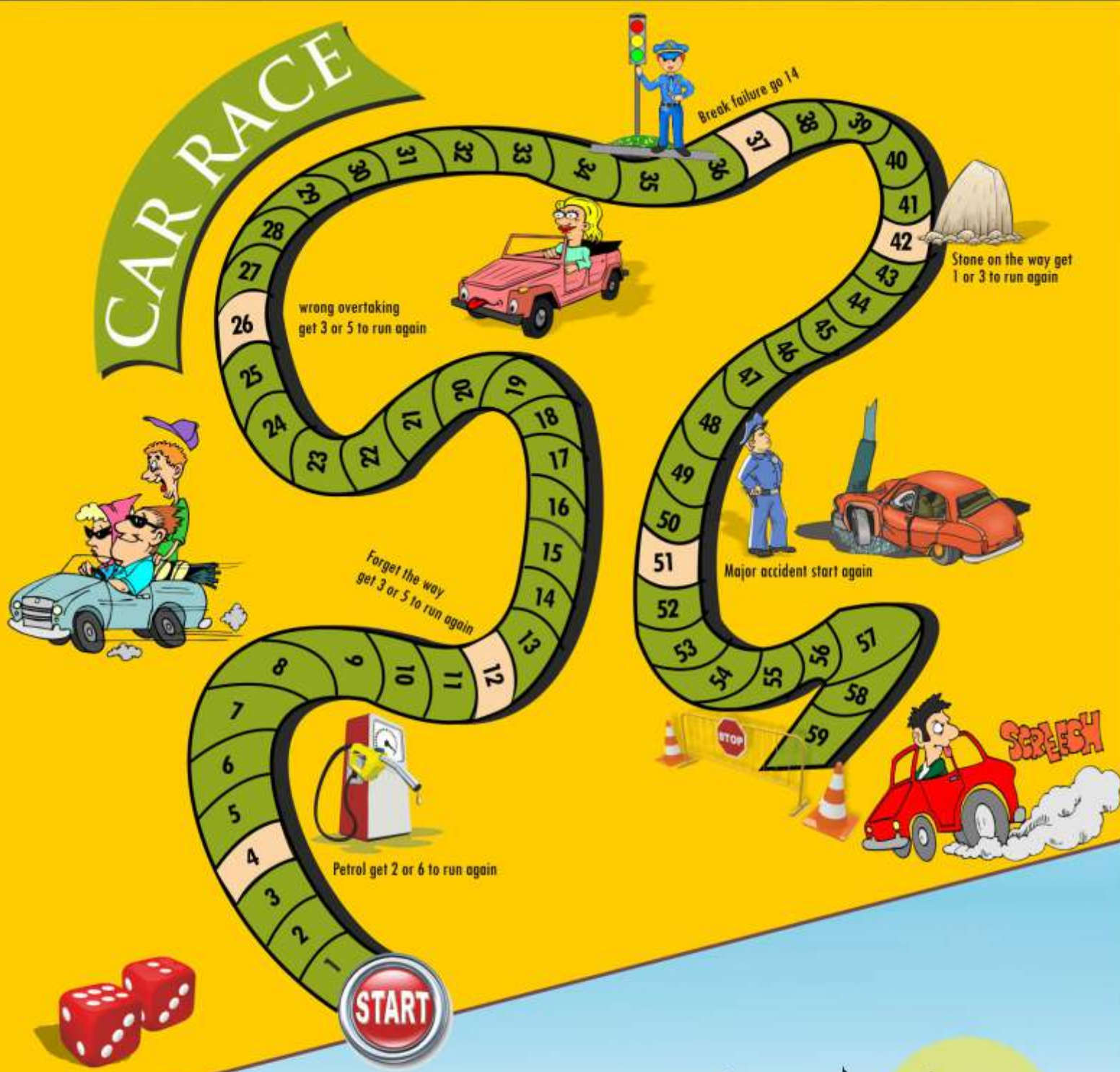
RULES

- Start with the square A. Toss the counter to make the moves. If you get the red side, move one square ahead. If you get the green side, move two squares ahead.
- All the squares have a letter in it. The player has to say a word starting from the letter written on the square on which he lands. If the player cannot say the word in a reasonable period of time, he or she lose the chance. The player who reaches the square Z win the game.



Efforts by
Prabhav Vifay
Student of Class II-C

CAR RACE



RULES

- The race involves race between 2-4 players represented by 4 different cars, which they choose. The board consist of a winding, linear track made of 59 spaces.
- Each player throw a pair of dice, move their car. Sum of nos. On both the dice.
- By the sum of number on bot the dice on are various Hurdles.
- During these 52 steps which player face.
- One who reaches at the finish point first is the winner.



Efforts by
Arnav Sharma
Students of Class IV-B

HEALTH GAME

	72			75
70	69	68	67	
61		63		65
	59	58	PROTEIN	56
	52	53		55
CALCIUM	49		47	46
		33	34	
40	39	38		36
31		33	PROTEIN	35
	29	28	27	
21	22		24	25
	19	18	17	16
11		13	14	
	9		7	6
START	2	3	4	



RULES

- The game will start when the Player gets the no. 6 on the Dice.
- The Player who reaches the no. 75 on the board will win the game.
- If the Player step on the no. on the board that have junk food, the Player has to miss their next chance.
- If the Player on the no. on the board that have fruit & vegetable, then Player will get extra 5 steps on that chance.
- If the Player step on milk or cheese then he/she has to climb to calcium or protein respectively with help of Ladder.



Efforts by



The ZOMBIE BOARD GAME



START			1 $5x7+40$ =	2 $\frac{9+7-8}{2 \ 5 \ 6}$ =	3 $4x \quad =20$	4 $9x4+90$ =	5 $7x \quad =14$	
			10 $9x \quad =18$	9 	8 $27+56-5$ =	7 $7x \quad =14$	6 Go to Start	
11 $\quad +5=2$	12 $2x \quad +2=4$	13 	14 $4x \quad +5=4$	15 $\quad +47=2+74$	16 $30 \quad + =15$	17 Go Forward 3 space	18 $\quad \times 6=660$	19 $3x \quad +5=14$
							20 $\frac{1}{7} + \frac{8}{3} =$	
			38 Lose 8 Turn	39 $1+3-4=$	40 $\frac{17+5}{6 \ 2} =$	41 $17x5=$	42 $92-29=$	43 $2550+5=$
			37 $19+20+7=$	END			44 $26-25+26+25$ =	22 Lose 8 Turn
			36 $230=8x$	50 $15+2+3-10$ =		45 $12-3+112$ =	23 $11=21-\quad$	
			35 $7+7+9=11+$ =	49 $1262-161$ =	48 $156-72=$	47 $19 \times 20 =$	46 	24 $\frac{6+5}{2 \ 7} =$
			34 $9x \quad =3 \times 18$					25 $4+2= \quad \times 3$
			33 $\frac{1+3}{45 \ 15} =$	32 Go back to step 17	31 $110=5x \quad$	30 $\quad + \frac{7}{2} = \frac{18}{4}$	29 $\frac{20}{7} \times \quad = 60$	28 $\quad +5=10$
							27 Go back 3 space	26 $3x \quad +6=18$



RULES

- Roll the dice & count ahead according to the number that shows up
- When a player lands on a space, he/she fills in the blank within 2 determined time
- If the player gives the correct answer, he/she may step forward accordingly
- The Zombie is the space no one wants to land on. Landing on the Zombie sends the player back to start
- The last pitfall is towards the end of the game. The players must get the exact number on the dice to end



Efforts by
Riya Jaggi
Student of Class V-B

TRAMPOLINES AND QUICKSAND

100	(100-95)	98	97	(200/50)	95	94	93	(120-65)	91
81	82	83	84	85	86	87	(100-77)	89	90
(74-68)	79	78	77	76	75	74	73	(51/17)	71
61	(64-10)	63	64	(88-40)	66	67	68	69	70
60	59	58	57	56	55	54	53	52	(6+2)
(80/16)	42	43	44	45	46	(100-77)	48	49	50
40	39	(8-4)	37	36	35	(8X3)	33	32	31
21	(82-78)	23	24	25	26	27	28	29	30
20	19	18	17	16	(2X3)	14	13	12	11
1	2	(5X3)	4	5	(99-94)	7	8	(27-18)	10



RULES

- Players : 2 - 4 Players
- The objective of the game is to cross the winning point.
- Roll the dice and move the number of steps in forward direction.
- If you stop on a Trampoline Box (Pink Colored Boxes) then you have to solve the problem and move the number of steps in forward direction.
E.g. If problem is $(3X2)$ then your answer is 6, so you move six steps forward.
- If you stop on a Quicksand Box (Yellow Colored Boxes) then you have to solve the problem and move the number of steps in backward direction.
E.g. If problem is $(7-2)$ then your answer is 5, so you move six steps backward.



Efforts by
Karan Jain
Student of Class V-C



Bal Bharati Public School

Sector-12, Dwarka, New Delhi-110075
Phone: 011-28031970, 28031955
Email: principal_bbpsdw@yahoo.com
Website: www.bbpsdwarka.org