

Who wants
to be a mathionaire?

We do!

Pupils will enjoy the challenge, the excitement and achievement of this game.
Teachers can also play!

It will encourage pupils to:

- learn addition, subtraction, multiplication and division facts
- recognise multiples and fractions of familiar numbers
- find fractions of numbers and quantities
- understand and use the correct notation for money.

How to raise money

Pupils are sponsored for every question they get right or parents and carers can make a donation.

What you need:

- a set of question sheets for the pupils / contestants (There are 12 questions for each game)
- the answer sheet for the host
- chairs for the contestants to sit on
- the interactive PowerPoint presentation (optional) .

How to play:

There are **12 questions**, each of which has four multiple choice answers. The questions increase in difficulty through the game.

There are different ways to play:

- pupils try all the questions and score points for the questions they get correct
- pupils start with the easiest questions – when they get a question wrong, that's the end of their turn and they score points at the last secure level (1,000 points, 5,000 points, 50,000 points etc).

You can play this game as a class:

- by asking a quick-fire question with the first pupil answering correctly becoming the contestant
- in teams, with each team answering all the questions, recording their answers and checking them at the end of the game
- individually, with each pupil answering all the questions, recording their answers and checking them at the end of the game
- in groups of about four, where one pupil acts as the question master, one as the contestant and the others as the audience/friend. Members of the group swap around so that every pupil has the chance to be the contestant. Then all the answers are marked and the highest number of points scored is taken as the score for all the members of the group
- groups of pupils can write their own lists of questions.

The following are suggested questions that could be used for the key stages indicated. The underlined answer is correct. The questions are arranged in order of difficulty. Add to them and replace questions as appropriate for your class.

