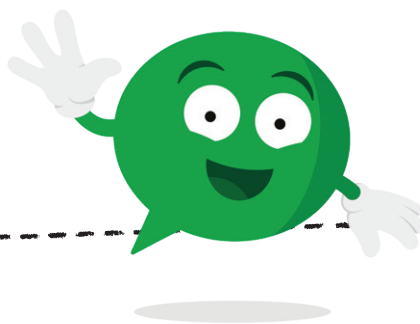


# BUDDY'S KEY CHALLENGE



## What is Buddy's Key Challenge?

Buddy's Key Challenge is a game where pupils solve maths related puzzles to find pieces of a key. It can be played together by the whole class.

For each correct answer, the teacher can reveal the location of one piece of key that's hidden in the classroom. There are ten pieces that make up the key, like a jigsaw.

Once all the pieces have been found, the key can be used to unlock a magical door for Buddy to come through to visit the school.

The challenge could be timed and played across the year group or school, with times up on a leader board. The winners would be the class that puts the key together and finds Buddy in the fastest time.

## How to raise money

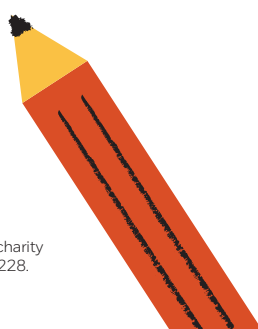
Pupils can be sponsored by family and friends to take part in Buddy's Key Challenge. Families can raise money via JustGiving or by using printed sponsor forms and paying in by ParentPay. If you need support in setting up your school's JustGiving or ParentPay page, please follow the instructions on the Number Day resources page, or you can email us at [numberday@nspcc.org.uk](mailto:numberday@nspcc.org.uk)

## What you need:

- A printout of the key, cut into ten pieces – one piece for each question
- A pupil handout for each table, or as required
- Colouring pencils
- A JustGiving page for the school or a printed sponsor form for each pupil/family, so parents can pay in money using ParentPay
- A timer (optional)
- Your inflatable Buddy (schools registered to fundraise with Buddy's Key Challenge will receive this in the post)

## How to play:

1. Print out the image of the key and cut it into ten pieces.
2. Hide the pieces around the classroom.
3. Put Buddy in your chosen location in the school, such as the playground, the library, or just somewhere out of sight of the pupils.
4. Print out the pupil handouts and distribute. Choose one of the two sets of questions based on the age and/or ability of the children.
5. Read the story to set the scene.
6. Start the timer (if using).
7. Pupils must work together to solve the puzzles and questions. It may help to read each question out to the children as you work through the challenge.
8. For each question, give the children some time to come up with an answer. Ask the pupils to raise their hands if they think they have the correct answer, and choose one of them to share with the class. If they get it right, direct them to the hidden key piece. You could give them clues, or use the hot and cold technique.
9. Once pupils have answered ten questions correctly, all pieces are found and the key assembled, the class has succeeded and can find/meet Buddy!
10. Stop the timer (if using) and record how long it took the class to complete Buddy's Key Challenge.



# BUDDY'S KEY CHALLENGE



## Story

Buddy lives in a magical forest where he has been visiting schools through a special door in an enchanted tree. He really wants to visit <insert name of your school> but the door is locked and there's a problem with the key: when Buddy sent the key to you, it got broken into ten pieces!

Can you help Buddy by answering the questions to solve the clues and find the pieces of the key around your classroom? Once the key is put together, you'll be able to open the magical door for Buddy and find him in your school. You need to try to meet Buddy before the other classes. Good luck!

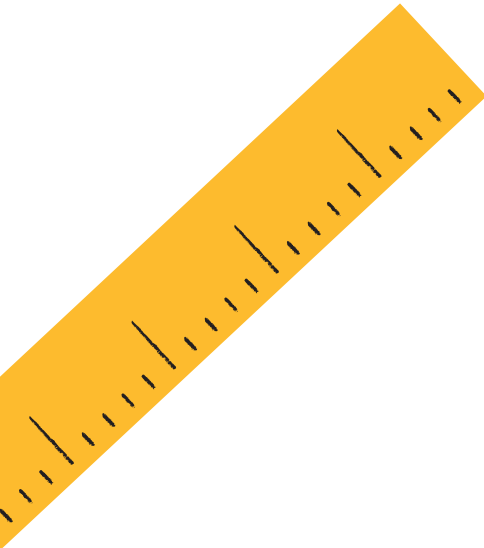
## Answers

### Pupil handout (A)

1. 4
2. 5
3. 11
4. 100
5. 8
6. 0
7. 11
8. 10
9. 8
10. 1= Red, 2= Yellow, 3 = Green, 4 = Blue, 5= Purple

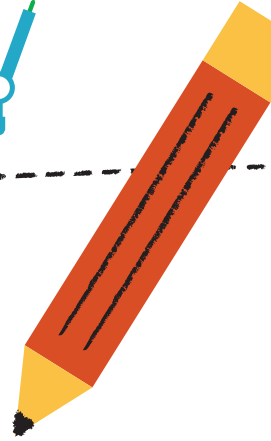
### Pupil handout (B)

1. 9
2. 40p
3. 2
4. 15
5. 10
6. 0
7. 25
8. 1= Red, 2= Yellow, 3 = Green, 4 = Blue, 5= Purple
9. 14kg
- 10.



# BUDDY'S KEY CHALLENGE

# Number Day















## Pupil handout (A)

In some of the questions, instead of numbers we have used pictures of Buddy. Can you work these out?

1.   +   =

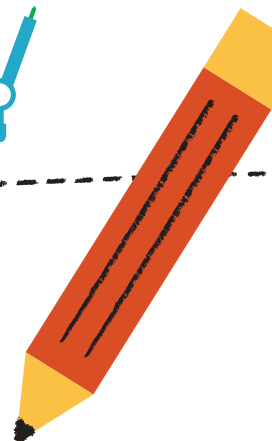
2.         -    =

- Ben has 5 cats and Nala has 6 cats, how many cats do they have altogether?
- What number should come at the end of this number order? 50, 60, 70, 80, 90...?
- Abbie has           and gives away   . How many does she have left?
- What do numbers in the 10 times table always end with? 10, 0 or 5?
- Which of these numbers is not an even number? 2, 4, 6, 8, 11
- What number is added to 10 to make 20?
- If I had 9 balloons and 1 of them blew away, how many would I have left?
- Can you use the code to correctly colour in the balls Buddy is juggling with?  
1= Red, 2= Yellow, 3 = Green, 4 = Blue, 5= Purple



# BUDDY'S KEY CHALLENGE



# Number Day



## Pupil handout (B)

In some of the questions, instead of numbers we have used pictures of Buddy. Can you work these out?

1.  ×  =

2.  costs 15p. If I buy  and pay with a £1 coin, how much change will I get?

3. What's the missing number?  $20 \times ? = 40$

4. What is the total when you add  $7+3+5=?$

5. What number comes next in this number order? 2, 4, 6, 8

6. What do numbers in the 10 times table always end with? 10, 0 or 5?

7. What is 30 take away 5?

8. Can you use the code to correctly colour in the balls Buddy is juggling with?

1= Red, 2= Yellow, 3 = Green, 4 = Blue, 5= Purple

9. Look at the picture of Buddy juggling all of his favourite round things.

If the football weighs 2kg, the lollipop weighs 3kg, the basketball weighs 3kg, the sun weighs 1kg and the apple weighs 5kg, what is the total weight of Buddy's favourite round things?

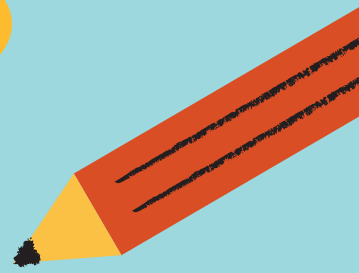
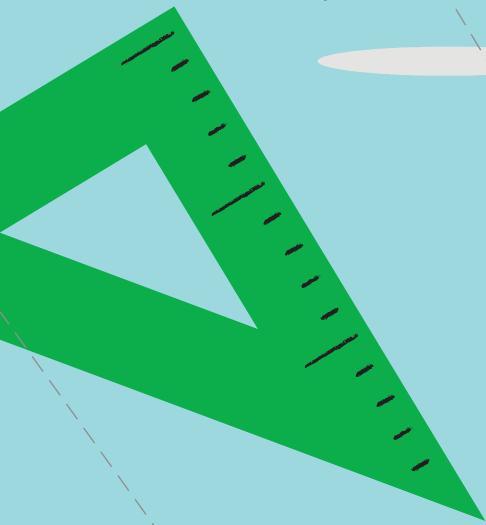


10. Find these words in the word search:

- |       |       |       |
|-------|-------|-------|
| Maths | Four  | Eight |
| One   | Five  | Nine  |
| Two   | Six   | Ten   |
| Three | Seven |       |



# BUDDY'S KEY CHALLENGE



Number  
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