

Legs 11 - Levels F-3

PLAY

To foster problem-solving, teamwork, and number sense through a quick-fire game where groups aim to show a total of 11 fingers by thinking strategically and collaborating.



Learning Intentions

Applying Strategic Thinking and Collaboration:

Students work together to plan and adjust their choices to reach a target number.

Strengthening Mental Maths and Problem-Solving Skills:

Students develop quick calculation and reasoning skills in a playful setting.

Encouraging Positive Communication and Leadership:

Students practise turn-taking, guiding peers, and encouraging group success.



Success Criteria

Students explain and use strategies to reach the total of 11.

Students communicate respectfully, taking turns to contribute ideas.

Students reflect on their strategy during the debrief.



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Duration: 5–10 minutes

Objective

To foster problem-solving, teamwork, and number sense through a quick-fire game where groups aim to show a total of 11 fingers by thinking strategically and collaborating.

Players

- Groups of three students

Materials

- None required

Setup

- Students form groups of three.
- The teacher demonstrates how the total is counted and models examples of successful and unsuccessful rounds.

Gameplay

- Groups count down: “3, 2, 1, show!”
- Each player displays 0–5 fingers.
- If the group total = 11, they celebrate (cheers, high-fives, silly celebration).
- If the group total is not 11, students pause and briefly discuss: “*What could we try differently?*”
- Play continues for several rounds, with groups tracking how many times they reach 11.
- Key rules - students cannot use the same number of fingers twice in a row and students cannot discuss what number of fingers they are going to display prior to each round.

Debrief

- Ask: “*What strategies worked best for your group?*”
- Ask: “*How did communication help or make the game more challenging?*”
- Ask: “*What did we learn about working together when things didn’t go as planned?*”



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Variations

- **Maths Challenge Edition:** After each round, groups write down the total number they made (not just 11) to practise addition facts quickly.
- **Timed Edition:** See how many times groups can reach 11 in 2 minutes.
- **Leadership Rotation:** Assign one leader per round to suggest a strategy before the group plays.

For Wheelchair Users / Accessibility

- Students can raise fingers, hold up number cards, or tap the number on a desk/lapboard.
- Celebrations can be adapted to include clapping, table taps, air-fives, or verbal cheers.
- Teachers ensure all actions are safe and comfortable while keeping the activity playful.

Notes for Inclusion

- Allow multiple ways to show numbers (hands, cards, AAC devices).
- Provide extra time or teacher support for students who need help adding quickly.
- Encourage peer support so every group member has a role (e.g., counter, strategist, encourager).
- Reinforce that mistakes and retries are part of the learning process.
- Ensure all celebrations are inclusive, joyful, and accessible.

