



MATHGO

<https://aiminghigh.aimssec.ac.za/mathgo/>

MATHGO

Players choose 25 numbers to write on their gamecards.

Pick 2 numbers each round.

Combine the 2 numbers by

$+$, $-$, $\times$ or $\div$. For example
8 and 4 give 12, 4, 32 and 2.

Some numbers
like 46 and 65 cannot arise.

MATHGO is like Bingo but each player makes their own gamecard by drawing a 5 by 5 grid and choosing 25 numbers between 0 and 100 to write on their gamecard. They cannot repeat any numbers or change the numbers once they are written on their gamecard.

Each round the caller randomly chooses 2 numbers between 1 and 10 by spinning a 1-10 spinner twice or using a D10 die or picking cards from a bag. Players combine the two numbers called using one of the operations $+$, $-$, $\times$ or $\div$. If an answer is a number on their card they mark that number. e.g. 5 and 10 make 15, 5, 50 and 2. The winner is the first player to get a line of 5.