| 1 | 2 | 3 | 4 | 5 | 6 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 7 | 8 | 9 | 10 | 11 | 12 |
| 13 | 14 | 15 | 16 | 17 | 18 |
| 19 | 20 | 21 | 22 | 23 | 24 |
| 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 |

## How to play Blue Numbers

Make a list 1-36 on a piece of paper, and then next to 30 of the numbers write your questions/vocabulary. The remaining 6 numbers are "Blue Numbers".

Divide pupils into 2 or 3 teams, and give each team a colour (red and green work best).

Teams take it in turns to pick a number from the grid. Ask them the question. If they get it right, that number on the grid is crossed off in their colour. If they get it wrong, it's passed to the other team who get a chance to have that number crossed off in their colour.

If a team picks a "Blue Number", they get that square crossed off in their colour straightaway, and then get another turn.

The team with the most squares crossed off in their colour wins.

