F1 Build a Small Total

8Build a quiz that totals 3 using 1–2 slots.

Extend: Can you make it using 3 slots?

F2 Counting Together

Build a quiz that totals 4 using 2 slots.

Extend: Can you make another way?

F3 Make 5

Build a quiz that totals 5 using 2 or 3 slots.

Extend: How many ways can you find?

F4 Same Total

Make two different quizzes that both total 6.

Extend: Can one use more slots than the other?

F5 Bigger or Smaller

Build a quiz that totals 7.

Extend: Change one slot to make it bigger.

F6 Predict and Check

Build a quiz using 2 or 3 numbers. Predict the total.
Extend: Were you correct?

F7 Change One Slot

Build a quiz. Change one number.

Extend: Did the total go up or down?

F8 Find the Missing

Teacher gives total. Use RANDOM in last slot.

Extend: Try a new total.

F9 All Ones

Build using only 1s in 2–4 slots.

Extend: Replace one 1 with a 2.

F10 Two and One

Use 2s and 1s to make 5.

Extend: Find a new structure.

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F11 Story Builder

Build a quiz about animals or toys using 2–3 slots.
Extend: Tell the story aloud.

F12 Teacher Says Total

Teacher says 'Make 8'. Build it your way.

Extend: Show two ways.

F13 Guess First

Build a quiz, guess the total, then check.

Extend: Try again with more slots.

F14 Quick Builds

Build three different quizzes that total 6.

Extend: Use different numbers.

F15 Fix It

Teacher shows a quiz that doesn't match the total. Fix it.
Extend: Explain what changed.

F16 My Challenge

Create a quiz for a friend to solve.

Extend: Make a second, harder one.

Y1-1 Make 10

Build quizzes that total 10 using 2–3 slots.

Extend: Can you do it using 4?

Y1-2 Doubles

Build a doubles quiz (e.g. 4+4).

Extend: Show the same total using more slots.

Y1-3 Missing Number

Build 6 + ? = 10

Extend: Create a new missing-number quiz.

Y1-4 Make 12

Build a quiz that totals 12 using any structure.

Extend: Find two different ways.

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Y1-5 Compare Totals

Build two quizzes. Which total is bigger?

Extend: Make them equal.

Y1-6 Use an Operator

Build a quiz using one + or ×.
Extend: What happens if you change the operator?

Y1-7 Same Total, Different Slots

Make one quiz with 2 slots and one with 3 slots. Same total.
Extend: Try 4 slots.

Y1-8 Build 15

Build a quiz that totals 15.

Extend: Use at least one operator.

Y1-9 Explain Your Thinking

Build any quiz and explain how it works.
Extend: Use a different structure.

Y1-10 Missing at the End

Build 4 + 5 + ? = 12
Extend: Try one using ×.

Y1-11 Grouping Thinking

Build 2 × 4 as a quiz.
Extend: Show the same total using addition.

Y1-12 Error Spotter

Teacher shows a wrong quiz. Fix it.
Extend: Explain the mistake.

Y1-13 Challenge a Friend

Build a missing-number quiz for someone else.

Extend: Make it trickier.

Y1-14 More Slots, More Thinking

Build a quiz using 3 slots.
Extend: Can you rebuild it using 2?

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Y1-15 Switch It

Build a quiz, then change + to ×.

Extend: What changed?

Y1-16 Design Your Hardest

Create your hardest quiz.
Extend: Explain why it's hard.

Y2-1 Make 14

Build a quiz that totals 14.

Extend: Find two different structures.

Y2-2 Operator Choice

Use the same numbers but change operators.

Extend: Compare totals.

Y2-3 Missing with ×

Build 4 × ? = 20

Extend: Make a harder one.

Y2-4 Mixed Chain

Build a quiz using both + and ×.

Extend: Explain the sequence.

Y2-5 Same Total Challenge

Build two quizzes that equal 9.
Extend: One must use 2 slots, one must use 4.

Y2-6 Efficient Build

Build 21 using the fewest slots.

Extend: Build it using the most slots.

Y2-7 Pattern Quizzes

Build three quizzes that follow a pattern.

Extend: Describe the rule.

Y2-8 Explain Out Loud

Build a missing-number quiz and explain how you solved it.

Extend: Try again with a new structure.

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Y2-9 True or False

Make one quiz that works and one that doesn't.

Extend: Explain why.

Y2-10 Fluency Sprint

Solve five different quizzes.

Extend: Increase complexity.

Y2-11 Addition vs Multiplication

Build one quiz using only +, one using ×.
Extend: Same total.

Y2-12 Even Only

Build a quiz using only even numbers.

Extend: Try only odd.

Y2-13 Constraint Build

Must use exactly 3 slots.

Extend: Now must use exactly 4.

Y2-14 Peer Challenge

Build a quiz someone else struggles with.

Extend: Improve it.

Y2-15 Teacher Task

Design a quiz suitable for assessment.

Extend: Explain why.

Y2-16 Mini Sequence

Create three quizzes from easy to hard.

Extend: Justify the order.

Y3-1 Structural Choice

Build the same total using 2 slots and then 4 slots.

Extend: Compare structures.

Y3-2 RANDOM as Unknown

Treat RANDOM as x. Build and solve.
Extend: Explain your equation.

Y3-3 Multiple Solutions

Build a quiz that can be solved more than one way.

Extend: Explain why.

Y3-4 Equivalent Forms

Build three quizzes with different structures but same total.

Extend: Prove equivalence.

Y3-5 Scaling

Build a quiz. Double all numbers.

Extend: What changed?

Y3-6 Target 30

Any structure, must total 30.

Extend: Include a missing number.

Y3-7 Deep Justification

Build a quiz and justify every design choice.

Extend: Peer review.

Y3-8 Create Assessment Task

Design a quiz for teacher use.
Extend: Refine wording.

Y3-9 Maximum Challenge

Build the hardest solvable quiz you can.
Extend: Iterate.

Y3-10 Function Thinking

Change one number systematically. What happens?
Extend: Describe the relationship.

Y3-11 General Rule

Create a rule that keeps the total constant.

Extend: Test it.

Y3-12 Efficiency Challenge

Solve the same total using fewest slots.
Extend: Most slots.

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Y3-13 Error Analysis

Analyse an incorrect quiz.

Extend: Identify misconception.

Y3-14 Design for Foundation

Build a quiz suitable for younger students.
Extend: Test it.

Y3-15 Open Design

Design any mathematically rich quiz.

Extend: Justify its value.

Y3-16 Master Designer

Create a 3-quiz sequence (easy → hard).

Extend: Present to class.