

Hopscotch Math

Set up a hopscotch grid with a calculator layout. Have student first hop on one number, then an operation, another number, the equal sign, and finally the answer. For double-digit answers, students can split their last hop so that their left foot lands on the digit in the 10s place and their right foot lands on the digit in the ones place. To switch it up have one student hop on a number and another student hop on another number. Have them race to tell you the correct answer.

It's in the Cards

For a twist on the traditional card game War, assign values of 1 to the ace, 11 to the jack, 12 to the queen, and 13 to the king, and face value for the cards two through 10 (for younger children, limit the game to number cards only). Playing in pairs, each student lays two cards face up, then subtracts the lower number from the higher. Whoever has the higher answer wins all four cards. If the totals are the same, the players flip over two more cards and repeat until there is a winner.

Twister Math

Stick labels with numbers, shapes, or images of coins onto the circles of a Twister mat. Give each student in turn an equation, a description of a shape, or an amount of money, then have the student place his or her hand or foot on the answer.

Challenge: Label the mat with numbers ending in zero, then call out numbers and tell kids they must round up or down to the nearest answer.

Uno Flip

Write a + symbol onto a post-it note and an = symbol on a post-it note and place on the table face up to form an addition equation, leaving room for the Uno cards to sit between the symbols. Divide your Uno number cards into two piles and place piles face down. Flip over one card from each pile and place it into the addition equation. For mental maths, say the answer out loud as quickly as you can. To practice writing equations, write the addition sentence, including the answer, onto your sheet of paper. If you don't have Uno cards, you can also play with a pair of dice.

Lego Math

All you need to do is designate one column as your "10's" and the other column as your "1's". Write the numbers 0-9 on index cards, twice. Choose a number for each column and then arrange your LEGO bricks to reflect that number. Take turns choosing numbers and arranging them with LEGO bricks to represent the number. Turn it into a game! Have fun with it.