



Twister Math

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

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.

Marshmallow Geometry

You will need pretzel sticks, mini marshmallows, card stock (or construction paper), marker. Draw 2D shapes on a sheet of cardstock and labeled each one (triangle, square, rectangle, diamond, etc.). Have students build each shape. This will give them a closer look at shapes to notice how they are built; how many sides and vertices they have. Have the student then draw and labeled each one with its name then write out how many sides and vertices each one had.

Snail Races

This is a fun way for students to practice their fluency with addition facts up to 12. Students pick a snail numbered from 1–12, and roll dice to see which one moves toward the finish line.

1. Give students some paper and have them draw and number 12 snails. Then, they draw 10 boxes next to each snail – leading toward a finish line (you can have less or more numbers depending on how long you want the game to be).
2. Roll the dice and have students calculate the sum of the two numbers.
3. Students who picked that number snail get to move their snail forward one spot. They can trace over the picture in the box to indicate this.
4. Keep going and see which snail reaches the finish line first!