

Ideas for Math Games & Activities

Students should practice their math facts each day to reinforce their skill and speed. Don't have the internet for Dreambox? Don't worry. Here are some activities your child can do. Many of these activities can be done in pairs.

Guess the Number: Secretly write out a number. Have your partner guess your number by asking number-sense questions. For example: How many digits (chiffres) are there? Is the number in the ones place (unités) odd or even (impair ou pair)? Is the number in the tens place (dizaines) greater than (plus que) 4, or less than (moins que) 4? This process of elimination will have you guessing the number in no time.

Flashcards: You may buy or make addition/subtraction flashcards to practice math facts.

Deck of playing cards: A deck of playing cards can be used in many different ways to help practice. And it is fun!

- **Addition Battle:** Each player flips two cards over at the same time and adds them up. The player with the greater sum (highest answer), wins the hand and keeps the cards. Play until all cards have been used. Then, each player counts their cards. Highest number of cards wins. Remember this is meant to be a learning and fun activity. Give players time to look at the cards and make sure the answer is correct. Even write out the equations. For example, if you turn a 2 and an 8, write $2 + 8 = 10$; can you write another equation too?
- **Subtraction War:** Same as addition war, but this time, use subtraction. The winner is the one with the lowest difference (the answer when subtracting).
- **Concentration - Pairs That Make Ten:** Remove J, Q, K from the deck. Turn all the cards face down and mix them up. Flip over two cards at a time. Add the cards together. If the sum is 10, keep the cards. If the sum is not 10, flip them over. It is now your partner's turn. Take turns trying to find pairs that make 10.
- **Go Fish: Pairs That Make Ten:** Deal 7 cards to each player. Spread the rest of the cards on the table/floor between the players. It's just like Go Fish, but instead players take turn asking opponents for a card that will help them make ten with a card already in their hand. For example, if I had a 1, I could ask for a 9. If my opponent gives it to me, I have made 10. If my partner does not have it, I "Go Fish" into the pile of cards. Winner is the first to use up all his or her cards.
- **Addition or Subtraction:** Pick two cards and make a number (for example a 2 and an 8 you could create 82 or 28). Next, pick two other cards and make another number. Then, add the two numbers together or subtract one from the other. An addition table is attached.

Dice:

- **Greater/Less Than:** Roll 2 or more die and create the greatest and least numbers possible with what was rolled. **Bonus:** Add another dice to make a 3-digit number.
- **More or less than 10?:** Roll 2 die and add them up. If the sum is *less* than 10 ask “How many more to make 10?” If the sum is *more* than 10, ask “How many more than 10?” **Bonus:** Roll another dice and find the nearest ten.
- **Add then double:** Roll 2 die, then add them up ($8+3=11$), next double the sum ($11+11=22$). **Bonus:** After you double it, add or subtract one; or two.

Addition Table (0 -12)

+	0	1	2	3	4	5	6	7	8	9	10	11	12
0	0	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12	13
2	2	3	4	5	6	7	8	9	10	11	12	13	14
3	3	4	5	6	7	8	9	10	11	12	13	14	15
4	4	5	6	7	8	9	10	11	12	13	14	15	16
5	5	6	7	8	9	10	11	12	13	14	15	16	17
6	6	7	8	9	10	11	12	13	14	15	16	17	18
7	7	8	9	10	11	12	13	14	15	16	17	18	19
8	8	9	10	11	12	13	14	15	16	17	18	19	20
9	9	10	11	12	13	14	15	16	17	18	19	20	21
10	10	11	12	13	14	15	16	17	18	19	20	21	22
11	11	12	13	14	15	16	17	18	19	20	21	22	23
12	12	13	14	15	16	17	18	19	20	21	22	23	24