THIRD SPACE LEARNING

Math Games And Activities Pack

14 Fun Math Activities and Games for the Classroom

1st Grade

Contents

Note to Teacher

This pack is here to help you with some ideas of how to bring math into the classroom in a fun way. The challenges are not intended to be too much like 'work'. They should provide just a bit of a mathematical focus every now and then.

The activities are separated into individual activities and partner activities.

Individual activities

1 Number Bond Mosaic

Your challenge:

Can you use your number bonds knowledge to reveal the picture hidden in the grid?

How to play:

1. Work out the answer to the calculation in each square using your knowledge of number bonds to 10, 20 and 100.
2. Color in each square based on the key at the top of the sheet.

You will need

Challenge 1 Sheet

Colored pencils, crayons, or markers

2 Get Arty!

You will need

A piece of plain paper

Colored pencils, crayons, or markers

Your challenge:
Can you make a picture from at least one of each of these shapes:
triangle, square, rectangle, pentagon, hexagon, trapezoids, half-circles, and quarter-circles?

Things to remember:

1. You can use any type of materials you like (pencils, pens, paint).

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3 Change, Please!

You will need

Challenge 3 Sheet

Coins

Your challenge:
You have $5.00 to spend, what could you buy and what is your change?

What to do:

1. Use Challenge 3 Sheet to buy items from an imaginary shop.
2. Work out the total price you would pay for the items then work out the change you would be given from your $5.00.

Remember that you can use real coins to help you.

4 Tallying Totals

Your challenge:
How many items do you have in your classroom?

You will need

Challenge 4 Sheet

What to do:

1. Pick 6 items you know you have in your classroom (windows, doors, pens, pencils, people, etc).
2. Look around your classroom and complete the tally chart, showing how many of each item you have in your home.

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5 Shape Hunt (3D)

Your challenge:
Which 3D shapes can you find in your classroom?

You will need

Challenge 5 Sheet

What to do:

1. Look at Challenge 5 Sheet where there is a list of 3D shapes.
2. Find as many of these around your classroom as you can. Draw or write which items you find in the correct column.

6 Shape Hunt (2D)

Your challenge:
Which 2D shapes can you find in your classroom?

You will need

Challenge 6 Sheet

What to do:

1. Look at Challenge 6 Sheet where there is a list of 2D shapes (remember these are flat shapes - look for them in pictures, on books and on packages).
2. Find as many of these around your classroom as you can. Draw or write which items you find in the correct column.

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7 How many ways can you make...

Your challenge:
How many ways can you find to make 24?

You will need

A piece of plain paper

What to do:

1. Write 24 in the center of a piece of plain paper.
2. Around the number, write at least 10 ways to make it.
3. For example:
   - 20 + 4
   - 2 + 10 + 4
3. Try to make sure you have a good range of different types of facts.

Pair activities

8 Place Value Duel

Your challenge:
Can you make a larger two-digit number than your partner?

You will need

Digit Cards Resource Sheet

Two sheets of plain paper

A partner

How to play:

1. Get your digit cards ready. Cut them out from the Digit Cards Resource Sheet.
2. Shuffle both sets of the digit cards. You and your partner must each draw two big lines on your sheet of paper like this:

   ____ ____
3. Take turns turning over a digit card and decide where in your number you are going to place the digit.
4. Put the digit in that position and tell your partner what value that digit has. For example, if you put a 2 in the tens column, you would say 'this 2 is worth 2 tens or twenty'.
5. Once you have placed a digit in your number, you can't move it! So, it's important to think about where you're putting the digit.
   Play at least six rounds.

Who will be the champion?

I played with _____

The person who won was _____

9 2, 5 and 10 Duel

Your challenge:
Are you ready to have an addition duel?

You will need

Two sets of the Digit Cards on Resource Sheet 1

A partner

How to play:

1. This game is simple, but addictive! Shuffle two sets of digit cards from resource sheet 1 and put them in a pile between the two players.
2. Turn over the card in the middle, and for the first set of rounds, race to add 2 to the number. So if you turned over an 8 you'd need to shout out 10 as 8 + 2 = 10.
3. The person who shouts out the correct answer first gets to keep the cards. Keep playing until there are no cards left in the center. The player with the most cards wins!
4. Once you have played with adding 2 to each card, play again, then play twice adding 5, then twice adding 10.

First, I played the "add 2" duel against _____

and the person who won was _____

Then, I played the "add 2" duel against _____

and the person who won was _____

Next, I played the "add 5" duel against _____

and the person who won was _____

Then, I played the "add 5" duel against _____

and the person who won was _____

After that, I played the "add 10" duel against _____

and the person who won was _____

Finally, I played the "add 10" duel against _____

and the person who won was _____

10 One-handed Math, Paper, Scissors – All the Twos

Your challenge:
Have you ever played 'Rock, Paper, Scissors'? Well this is a matht version of the same game!

You will need

A partner

How to play:

1. On scissors, each of you puts out between 1 and 5 fingers.
2. You then need to race to add the number of fingers you have put out with the number of fingers your partner put out (e.g. 4 + 2 = 6) and then add 2 to that answer (e.g. 6 + 2 = 8) and be the first to call out the answer.
3. The player to call the correct answer first, wins a point.
4. Record who wins each 'battle' in a simple table; the first player to 10 points wins!

I played with _____

The person who won was _____

11 Twos Tennis

Your challenge:
Who can win a match of twos tennis?

You will need

A partner

How to play:

1. Stand opposite your partner. The first player picks a number between 1 and 10 to start with and says that out loud. The other player must add 2 to the number. This becomes your running total.
2. Now it's back to the first player who adds 2 to the running total, and so on.

You win when:

- You are the first player to say a number over 40
- Your partner makes a mistake
- Your partner says 'umm'
- Your partner takes more than 3 seconds to answer.

Play at least 6 matches with your partner. Who will win the most games?

I played with _____

The person who won was _____

12 Matching Pairs (Number Bonds)

Your challenge:
Find the pairs, with a maths twist!

You will need

Challenge 12 Sheet

A partner

What to do:

1. Cut out the cards from Challenge Sheet 12. Place the answer cards (the cards with the shaded background) spread out face down on one half of your playing area. Then place the question cards (the non-shaded cards) face down on the other half of your playing area. You need to keep the questions and answers separate.
2. Take it in turns with your partner to turn over a question card, and then an answer card. If the answer matches the question, you get to keep the cards and take another go. If it does not, turn them back over, and your partner takes their turn.
3. Continue playing until all questions and answers have been matched. The player with the most cards at the end of the game wins.

Play the game twice. Did you get a different winner each time?

The first time I played the game _____ won.

The second time I played the game _____ won.

13 Tug of War

Your challenge:
Why not play a math version of Tug of War?

You will need

Digit Cards Resource Sheet 1

A partner

Paper to keep a track of your score

How to play:

1. First, decide which player is going to 'add' and which player is going to 'subtract', then shuffle the digit cards into one pile. Write down the number 30 at the top of your piece of paper.
2. The player who is adding starts first. They turn over 1 digit card and the player who is adding adds these to 30 (e.g. 30 + 8 = 38). The rest of this calculation is your new running total.
3. The player who is subtracting goes next. They turn over a digit and subtract it from the running total.
4. Keep playing in the same way, taking turns to make a number and add or subtract it. If the player who is adding gets above 70 they win, and if the player who is subtracting gets below 5 they win!

Who will win the tug of war?

I played with _____

The person who won was _____

14 Unicorns Versus Giants

Your challenge:
Who will win in the battle between unicorn and giant?

How to play:

You will need

Challenge 14 Sheet
A partner
A counter each (you could make your own out of paper)
Plain paper for any working out

1. Decide who will be the unicorn and who will be the giant and place the grid from Challenge 14 Sheet in between you.
2. Unicorn - you are trying to get to the giant's home.
3. Giant - you are trying to stop the unicorn. You do this by landing on the same hexagon as the unicorn.
4. Unicorn starts. Place your counter on one of the hexagons on the 'unicorn's home' side and solve the equation in the hexagon. If the equation is correct (your partner needs to check and agree) you get to move to that hexagon. Then the giant does the same but starting at the 'giant's home'.
5. Carry on like this, moving one hexagon at a time. If you get the answer wrong, you don't move.
6. Try to play the game at least two times.

The first time I played, I played against _____

and the person who won was _____

The second time I played, I played against _____

and the person who won was _____

Challenge 1 Sheet Number Bond Mosaic

Answer the questions in the squares below. Color in the squares with the colours based on your answer.

What picture will you make?

Pink: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Red: 11, 12, 13, 14, 15

Orange: 16, 17, 18, 19

Green: 0, 20, 30, 40, 50, 60, 70, 80, 90, 100

60 + ? = 100	? + 8 = 10	100 - 30 = ?	40 + ? = 100	? + 20 = 100	100 - 70 = ?	20 - 8 = ?	? + 30 = 100
0 + ? = 10	5 + ? = 20	10 - 9 = ?	80 + ? = 100	50 + ? = 100	7 + ? = 20	20 - 17 = ?	20 - 3 = ?
20 - 7 = ?	17 + ? = 20	20 - 1 = ?	6 + ? = 10	? + 8 = 20	10 + 0 = ?	20 - 4 = ?	? + 2 = 10
10 - 1 = ?	3 + ? = 20	10 - 0 = ?	6 + ? = 20	9 + ? = 10	1 + ? = 20	10 - 4 = ?	9 + ? = 20
? + 2 = 20	8 + ? = 10	20 - 9 = ?	5 + ? = 10	20 - 2 = ?	10 - 8 = ?	8 + ? = 20	? + 5 = 10
? + 6 = 10	? + 5 = 20	3 + ? = 10	20 - 3 = ?	11 + ? = 20	20 - 6 = ?	? + 7 = 10	2 + ? = 20
10 + ? = 100	20 - 12 = ?	4 + ? = 20	10 - 5 = ?	? + 7 = 20	? + 3 = 10	4 + ? = 20	100 + ? = 100
? + 80 = 100	? + 100 = 100	4 + ? = 10	? + 9 = 20	10 - 6 = ?	? + 4 = 20	90 + ? = 100	? + 40 = 100
? + 60 = 100	100 - 40 = ?	100 - 20 = ?	? + 9 = 10	? + 3 = 20	100 - ? = 70	? + 50 = 100	100 - 0 = ?
? + 70 = 100	100 - 50 = ?	30 + ? = 100	100 - 60 = ?	100 - 10 = ?	100 - 90 = ?	20 + ? = 100	100 - ? = 100

Challenge 4 Sheet Tallying Totals

Pick 6 items you know you have in your classroom (windows, doors, pens, pencils, people, etc) and write them in the 'item' column.

Go round your classroom and complete the tally chart, showing how many of each item you have in your classroom.

Item	Tally	Total

Challenge 5 Sheet Shape Hunt (3D)

Look at the list of 3D shapes. Find as many of these around your classroom as you can. Draw or write which items you find in the correct column.

Cube	Prism	Cylinder	Sphere

Challenge 6 Sheet Shape Hunt (2D)

Look at the list of 2D shapes (remember these are flat shapes - look for them in pictures, on books and on packages).
Find as many of these around your classroom as you can. Draw or write which items you find in the correct column.

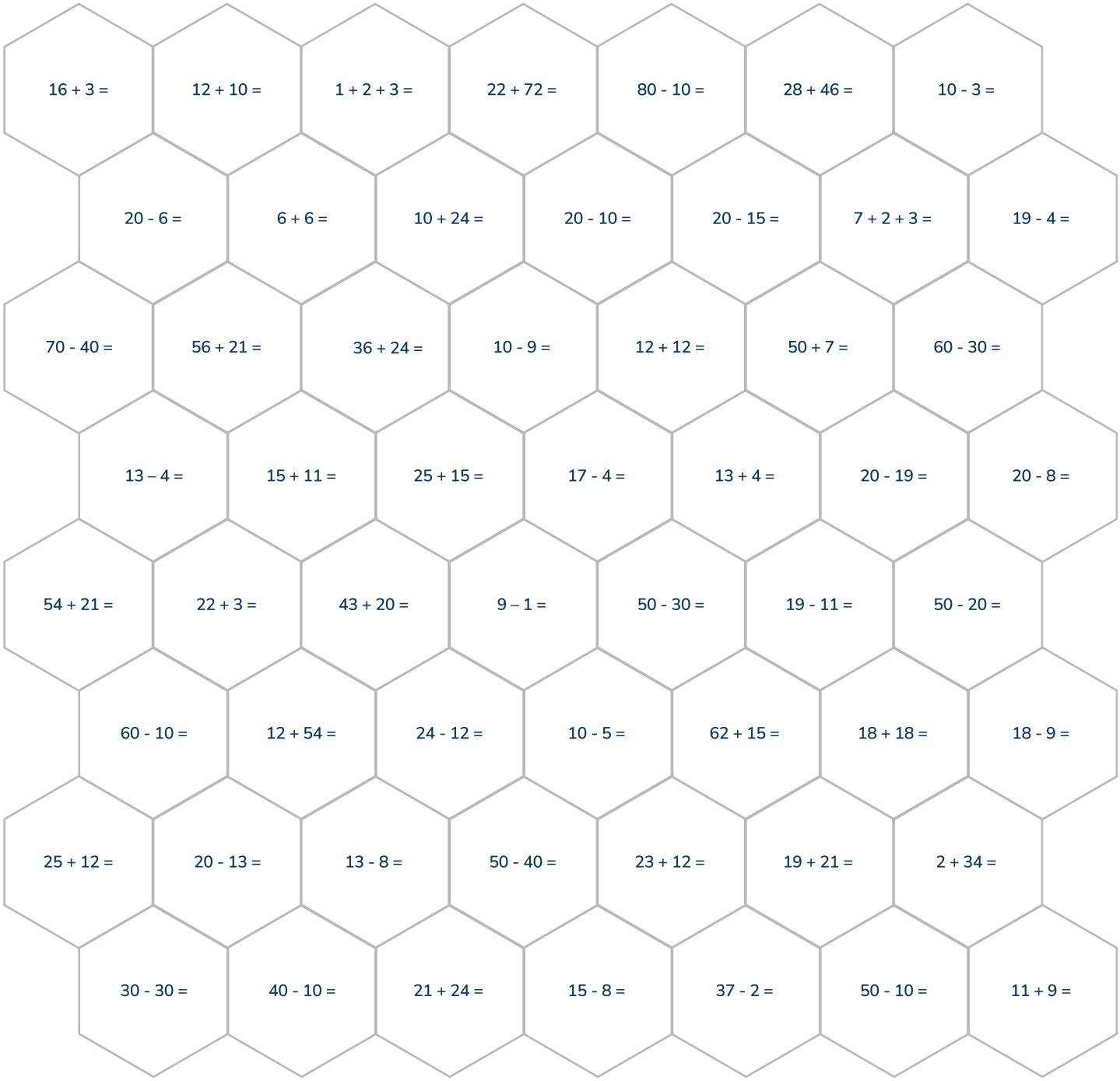
Rectangle	Circle	Square	Trapezoid

Challenge 12 Sheet Matching Pairs

10 + 90 =	8 + 2 =	70 + 30 =	5 + 5 =	12 + 8 =
19 + 1 =	6 + 4 =	7 + 13 =	60 + 40 =	3 + 7 =
5 + 15 =	50 + 50 =		10	10
10	10	20	20	20
20	100	100	100	100

Challenge 14 Sheet Unicorns vs Giants

Unicorn's House



Giant's House

Resource Sheet 1

0	1	2	3
4	5	6	7
8	9	0	1
2	3	4	5

Resource Sheet 1

6	7	8	9
0	1	2	3
4	5	6	7
8	9		

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- Differentiated instruction for each student
- Aligned to your state's standard
- Scaffolded learning to close gaps

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