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Math Games And Activities Pack

19 Fun Math Activities and Games for the Classroom

Kindergarten

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 (Addition)**

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

You will need

Challenge 1 Sheet

Colored pencils, crayons, and markers

How to play:

1 Work out the answer to the equation in each square using your knowledge of number bonds to 10 and 20.

2 Color in each square based on the key at the top of the sheet.

What picture will you reveal?

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2 Number Bond Mosaic (Subtraction)

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

What to do:

1   Work out the answer to the equation in each square using your
knowledge of number bonds to 10 and 20.

2   Color in each square based on the key at the top of the sheet.

You will need

Challenge 2 Sheet

Colored pencils, crayons, and
markers

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3 Get Arty!

Your challenge:
Can you make a picture from at least one
of each of these shapes:
triangle, square, rectangle, circle?

What to do:

1   Can you make a picture from at least one of each of these shapes:
triangle, square, rectangle, circle?

You will need

A piece of plain paper

Colored pencils, crayons, and
markers

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4   **Making Money**

You will need

Coins (optional)

A piece of plain paper

Your challenge:
Which coins can you find?

What to do:

1   You found the following coins in your house:
3 nickels, 3 quarters, 2 pennies, 4 dimes

2   Draw the coins on your paper.

3   Can you put the coins in order from highest value (25c) to lowest value (1c).

4   Challenge: How much money do you have in total?

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5   **How long?**

Your challenge:
Can you find your longest books?

You will need

10 books

A piece of plain paper

What to do:

1   Get 10 books.

2   Compare your books - which is the longest?

3   Put the books in order from shortest to longest.

4   Draw your books in order from shortest to longest.

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6   How heavy?

Your challenge:

Can you find your heaviest books?

What to do:

1   Get 10 books.

2   Compare your books - which is the heaviest?

3   Put the books in order from lightest to heaviest.

4   Draw your books in order from lightest to heaviest.

You will need

10 books

A piece of plain paper

7   My Morning

Your challenge:

Can you draw what you do in the morning?

What to do:

1   Draw the 4 first things you do in the morning on Challenge 7 Sheet.

2   Add the words first, next, then, after to order these events.

You will need

Challenge 7 Sheet

8   Shape Hunt (3D)

Your challenge:

Which 3D shapes can you find in your classroom?

What to do:

1   Look at Challenge 8 Sheet where there is a list of 3D shapes.

2   Find as many of these around your classroom as you can. Draw which items you find in the correct column.

You will need

Challenge 8 Sheet

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9 **Shape Hunt (2D)**

Your challenge:

Which 2D shapes can you find in your classroom?

What to do:

1 Look at Challenge 9 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 which items you find in the correct column.

You will need

Challenge 9 Sheet

10 **Classroom Count**

Your challenge:

What do you have in your classroom?

What to do:

1 Look around your classroom and count how many windows, doors, lights and chairs there are.

2 Count them using Challenge 10 Sheet.

You will need

Challenge 10 Sheet

Pair activities

11 **Place Value Duel**

You will need

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

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 draw a 1 and then a blank line on your sheet of paper like this:
1 _____

3 Take turns turning over a digit card and placing the digit on your blank line next to the 1.

4 Look at your number and tell your partner what value it has. For example, if your digit card was an 8, you would say "I have 1 ten and 8 ones which makes 18"

5 Your partner follows the same process. Then compare your numbers and decide whose number has the highest value. Play at least 10 rounds. Whoever wins the most rounds wins!

Who will be the champion?

I played with _____

The person who won was _____

12 **Two-handed Math, Paper, Scissors**

You will need

A partner

Your challenge:

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

How to play:

1   On scissors, each of you puts out between 1 and 10 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 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 _____

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13 **Number Bond Duel**

Your challenge:

Are you ready to have a number bond 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 make 10. So if you turned over an 8 you'd need to shout out 2 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 making 10, play again, then play twice making 20.

First, I played number bonds to 10 duel against _____

and the person who won was _____

Then, I played number bonds to 10 duel against _____

and the person who won was _____

Next, I played number bonds to 20 duel against _____

and the person who won was _____

Then, I played number bonds to 20 duel against _____

and the person who won was _____

14 **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 5 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 20

• 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 _____

15   **Matching Pairs (Number Bonds)**

You will need

Challenge 15 Sheet

A partner

Your challenge:

Find the pairs, with a math twist!

What to do:

1   Cut out the cards from Challenge Sheet 15. 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 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.

16 **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 14 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 14 (e.g. 14 + 2 = 16). 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 30 they win, and if the player who is subtracting gets below 2 they win!

Who will win the tug of war?

I played with _____

The person who won was _____

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17 **3D Shape Hunt**

Your challenge:
Can you find the 3D shapes before your partner?

You will need

A partner

How to play:

1 Start at the same time. You each need to find the following 3D shapes in real life objects around the classroom before your partner. Who will be the quickest?

You need to find: 3 prisms, 3 cubes, 4 cylinders.

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18 Number buzz

Your challenge:

You count to 20 without saying 5, 10 or 15?

What to do:

1   Starting from 1, you and your partner take turns to say one, two or three numbers (following on from what has been said before).

2   If you are supposed to say 5, 10 or 15, instead you say buzz.

3   If you say 5, 10 or 15 (not buzz), the other person wins.

For example:

Person 1 says 1, 2

Person 2 says 3, 4, buzz

Person 1 says 6

19 **Unicorns Versus Giants**

Your challenge:

Who will win in the battle between unicorn and giant?

How to play:

You will need

Challenge 20 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 20 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 colors based on your answer.
What picture will you make?
Red: 2, 3, 4, 5, 16, 17, 18, 19
Blue: 6, 7, 8, 9, 10, 11, 12
Green: 13, 14, 15, 20
Brown: 1, 0

4 + ? = 10	? + 2 = 10	? + 9 = 20	10 = ? + 1	0 + ? = 10	12 + ? = 20	20 + 0 = ?	3 + ? = 10
20 = 8 + ?	10 = 0 + ?	13 + ? = 20	10 + ? = 10	20 = 9 + ?	5 + ? = 20	? + 4 = 10	20 = 11 + ?
10 = 3 + ?	5 + ? = 10	20 = 1 + ?	9 + ? = 10	20 = 6 + ?	3 + ? = 20	? + 10 = 20	8 + ? = 20
? + 2 = 20	6 + ? = 10	? + 1 = 20	7 + ? = 10	4 + ? = 20	2 + ? = 20	? + 8 = 10	? + 11 = 20
? + 4 = 20	20 = 2 + ?	10 = ? + 6	20 = 15 + ?	20 = ? + 3	? + 7 = 20	10 = 5 + ?	? + 8 = 20
20 = 18 + ?	? + 16 = 20	? + 7 = 10	20 = 4 + ?	6 + ? = 20	20 + 0 = ?	10 = ? + 7	14 + ? = 20
20 = ? + 4	10 = 8 + ?	? + 15 = 20	20 = ? + 3	5 + ? = 20	7 + ? = 20	3 + ? = 20	11 + ? = 20
20 = 9 + ?	? + 5 = 10	1 + ? = 20	16 + ? = 20	0 + ? = 20	20 = ? + 1	10 + ? = 20	? + 13 = 20
2 + ? = 10	4 + ? = 10	8 + ? = 10	20 = ? + 2	10 = ? + 7	? + 14 = 20	20 = ? + 9	20 = 8 + ?
20 = ? + 10	3 + ? = 10	20 = ? + 8	10 = ? + 2	9 + ? = 20	? + 12 = 20	20 = 13 + ?	10 = 1 + ?

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Challenge 2 Sheet Number Bond Mosaic (-)

Solve the questions in the squares below. Color in the squares with the colors based on your answer.

What picture will you make?

Red: 0, 1
Green: 2, 3, 4, 5, 6, 7, 8, 9
Brown: 10, 11, 12, 13, 14
Blue: 15, 16, 17, 18, 19, 20

10 - ? = 1	10 - 4 = ?	20 - 18 = ?	20 - 11 = ?	20 - ? = 12	20 - 10 = ?	10 - 5 = ?	10 - 7 = ?
20 - 8 = ?	10 - 6 = ?	20 - 13 = ?	10 - ? = 10	20 - 7 = ?	10 - ? = 6	10 - 10 = ?	10 - 1 = ?
10 - 2 = ?	10 - 9 = ?	10 - ? = 7	20 - ? = 8	20 - 15 = ?	20 - 18 = ?	20 - ? = 9	20 - 14 = ?
10 - 8 = ?	10 - ? = 5	20 - ? = 7	10 - 0 = ?	20 - ? = 13	20 - 7 = ?	10 - ? = 2	20 - ? = 15
20 - 16 = ?	20 - 9 = ?	10 - ? = 3	20 - ? = 9	20 - 6 = ?	10 - ? = 6	20 - 8 = ?	20 - ? = 17
20 - 0 = ?	20 - 1 = ?	20 - 4 = ?	20 - ? = 10	20 - ? = 8	20 - 3 = ?	20 - ? = 0	20 - ? = 5
20 - ? = 3	20 - 5 = ?	20 - 2 = ?	20 - ? = 6	20 - 7 = ?	20 - 1 = ?	20 - ? = 4	20 - ? = 3
20 - ? = 1	20 - ? = 2	20 - ? = 0	20 - 8 = ?	20 - 9 = ?	20 - 3 = ?	20 - 3 = ?	20 - 2 = ?
20 - ? = 5	20 - 19 = ?	20 - 2 = ?	20 - 10 = ?	20 - 6 = ?	20 - 5 = ?	10 - 7 = ?	20 - 4 = ?
20 - ? = 18	20 - ? = 14	20 - ? = 11	20 - ? = 16	10 - 3 = ?	10 - ? = 8	20 - 12 = ?	10 - 7 = ?

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Challenge 7 Sheet My Morning

Draw the 4 first things you do in the morning on this sheet.
Add the words first, next, then, after to order these events.

First	Next	Then	After

Challenge 8 Sheet Shape Hunt (3D)

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

Cube	Prism	Cylinder

Challenge 9 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 which items you find in the correct column.

Square	Rectangle	Triangle

Challenge 10 Sheet Classroom Count

Look around your classroom and count how many windows, doors, lights and chairs you have. Count them using this sheet.

Item	Count
Windows	
Doors	
Lights	
Chairs	

Challenge 15 Sheet Matching Pairs (Number Bonds)

1 + 9 =	8 + 2 =	4 + 6 =	5 + 5 =	12 + 8 =
19 + 1 =	6 + 4 =	7 + 13 =	11 + 9 =	3 + 7 =
5 + 15 =	16 + 4 =		10	10
10	10	10	10	20
20	20	20	20	20

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Challenge 19 Sheet Unicorns vs Giants

Unicorn's House

7 + 3 =	19 + 1 =	20 - 5 =	10 + 2 =	2 + 8 =	10 + 9 =	10 + 10 =
20 - 7 =	1 + 9 =	20 - 1 =	3 + 7 =	4 + 6 =	20 + 5 =	10 - 9 =
12 + 7 =	10 - 5 =	20 - 17 =	10 + 8 =	6 + 6 =	7 + 8 =	20 - 3 =
20 - 10 =	11 + 3 =	4 + 6 =	7 + 10 =	10 - 8 =	2 + 4 =	9 + 1 =
8 + 6 =	10 + 3 =	20 - 6 =	20 - 12 =	10 - 3 =	20 - 12 =	5 + 6 =
7 + 6 =	20 + 12 =	3 + 14 =	20 - 9 =	2 + 8 =	10 - 9 =	8 + 8 =
10 + 6 =	20 - 6 =	20 - 10 =	15 + 5 =	11 + 9 =	10 + 6 =	10 - 2 =
10 + 10 =	11 + 5 =	20 - 16 =	9 + 1 =	7 + 3 =	5 + 5 =	10 - 6 =

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		

Do you have a group of students who need a boost in math?

Each student could receive a personalized lesson every week from our specialist one on one math tutors.

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

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