Math Gizmos that might be adaptable for Grade K-2 students*

Adding Decimals (Base-10 Blocks) – Use 100, 10, and 1 place value mode, model numbers by place value

Cannonball Clown - Number line (focus on 0-100), English and SI units, place value

Cargo Captain - Multi-digit subtraction, groupings (100, 10, and 1), and place value

Chocomatic – Comparing shapes, comparing quantities, and counting

Classifying Triangles – correctly identify shapes, 2D vs 3D

Critter Count - Turn off the multiplication and they can count; skip counting

Elapsed Time – telling time with clocks

Fido's Flower Bed – Comparing different quantities, counting, and comparing shapes

Fraction Artist – Use to show basic fractions like ½, 1/3

Function Machines – T-chart, looking for patterns, using addition and subtraction modes

Graphing Skills – Charting and analyzing data; bar graphs

Growing Plants – Length measurement

Mascot Election - Tally marks and counting by 5's, pictographs

Measuring Trees – Length measurement

No Aliens Left Behind –

(1) Count aliens
(2) Use buses to separate the aliens into fair shares
(3) Use buses with 2's so they can determine even or odd.
(4) Grouping by 5's and 10's

Number Line Frog Hop – Limit to 0-20, move frog and bugs where needed, and place values (jump style of 10's and 1's)

Polygon Angle Sum – visuals of various polygons

Prisms and Cylinders – 3D shapes

Pyramids and Cones – 3D shapes

Quilting Bee (Symmetry) – Shapes, combining shapes, and symmetry

Reaction Time – T-chart, ordering numbers, ordering from smallest to largest

Target Sum Game – Multi-digit addition

Toy Factory – classify objects

*More suited for whole class instruction for grades K-2 in most cases.