Fun Math Activities

(No or very little Tech required)

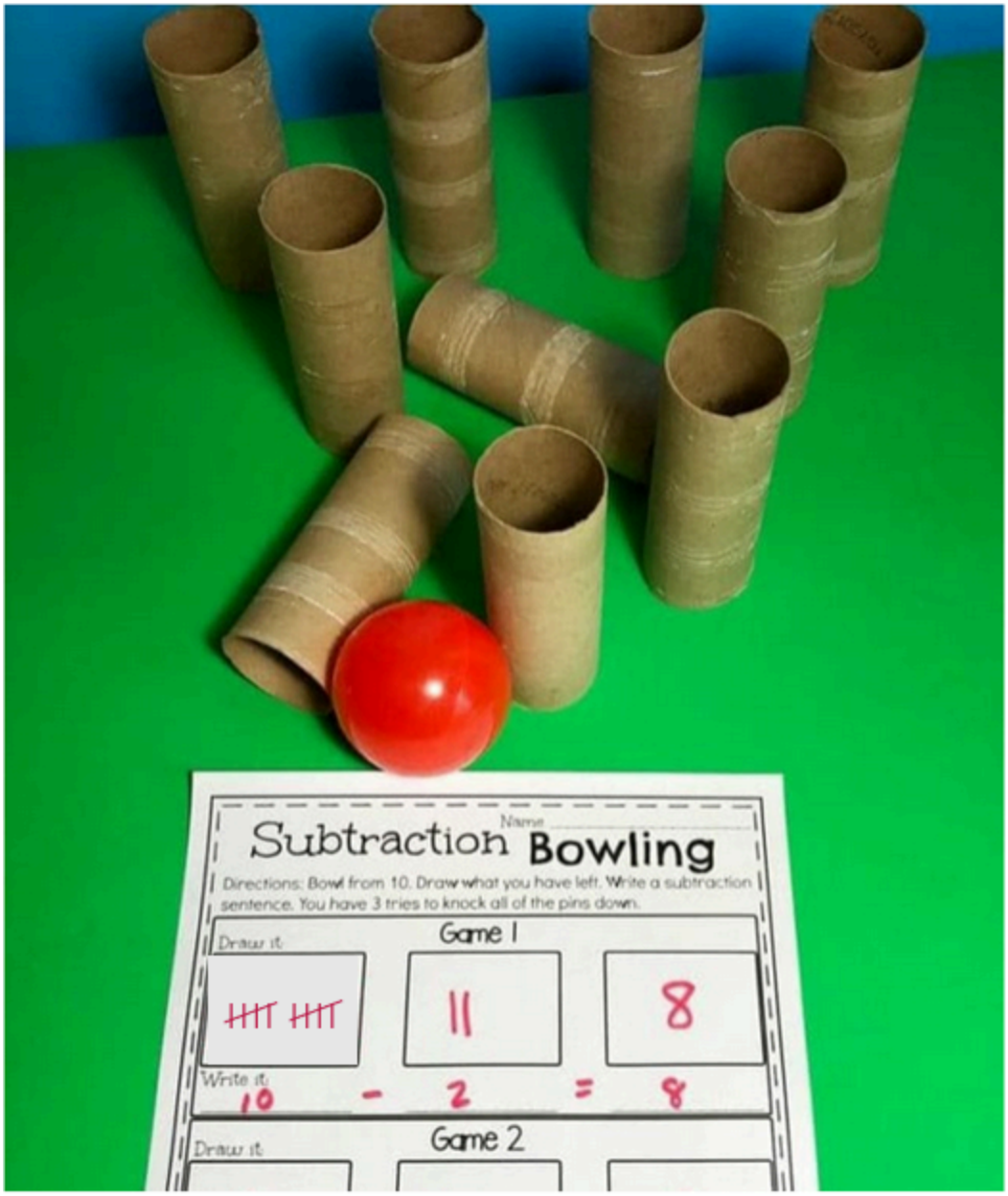
The following list has been created to keep you engaged in Math without worry about technology. Math is beautiful & is all around us. Take a look & try some activities.

Kindergarten

1) Have a shape scavenger hunt. (source: weareteachers.com)

Kindergarten math students are learning to recognize shapes in their environment and also to categorize and sort. This scavenger hunt does it all! Send them out to find objects in the room that match the shapes. Then count and compare to see how many you have in each category.

2) Bowling to Subtract (source: weareteachers.com)



Set up a toy bowling pin set (or make one from plastic bottles or toilet paper tubes). Kids bowl and see how many pins they knock down, subtracting that number from 10. Then they repeat, this time subtracting from the previous answer. First to get to zero wins!

3) Snowball Baskets (source: weareteachers.com)

Make “snowballs” from paper (or any way you like), then place them in a bucket at one end of the room. Start kids out by having them toss snowballs into another bucket until they reach 10 (or any target number). Then, up the challenge by placing some snowballs in each bucket, and have kids figure out how many more they need to toss in to make 10.

4) Toy Race (source: weareteachers.com)

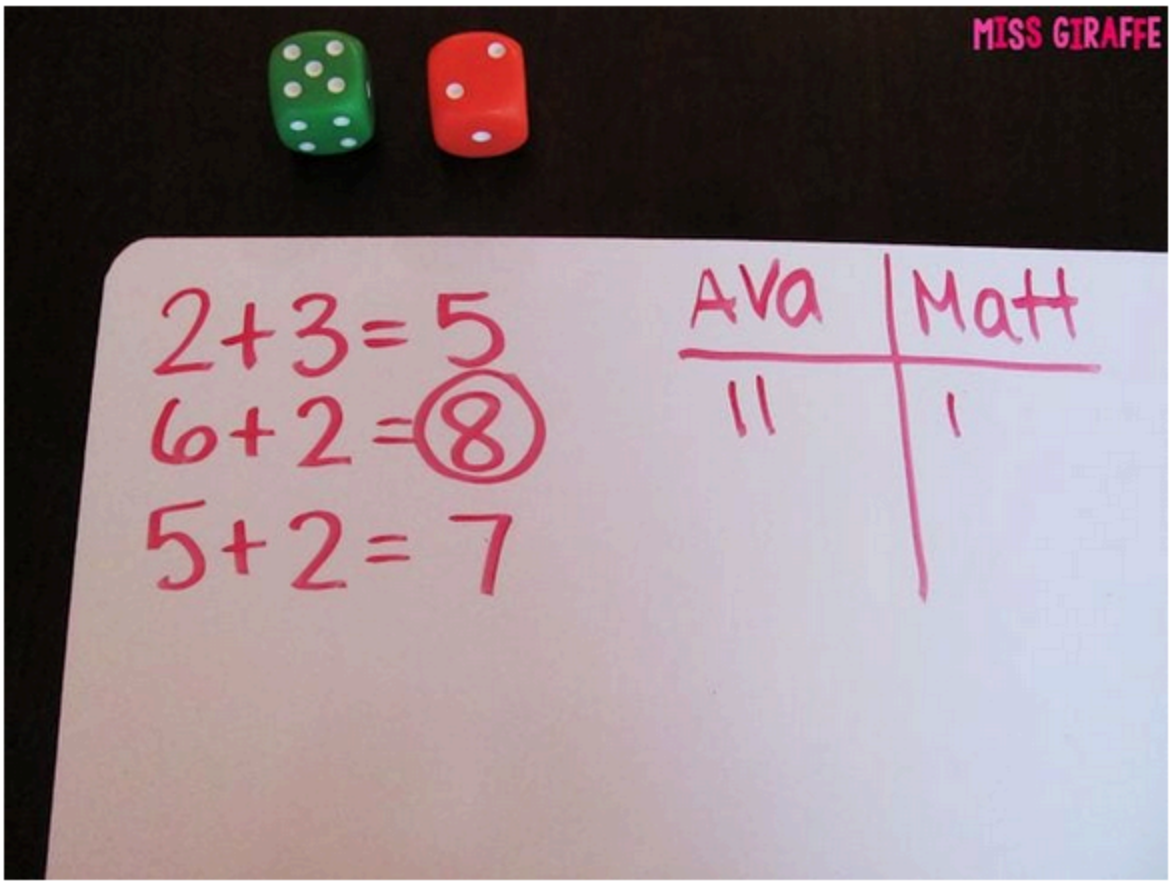
In this kindergarten math game, kids race to see who can be the first to get their duck to 10 (or any number you choose). They roll a die and lay out tiles to move their duck. The twist? To get to 10 at the end, they must roll the exact number they need—no going over! This game is terrific for practicing counting on, basic addition, and making 10.

5) Counting On (source: weareteachers.com)

Remove the face cards from a deck of playing cards and grab a pair of dice. The first player turns over a card and then rolls the dice. The number on the dice indicates how far they "count on" from the card. (For example, a player turns over a three and rolls a four. They say, "Three: four, five, six, seven.") If the player gets it right, they keep the card, and the other player(s) get a turn.

1st Grade

1) Face off in Dice War. (source: weareteachers.com)

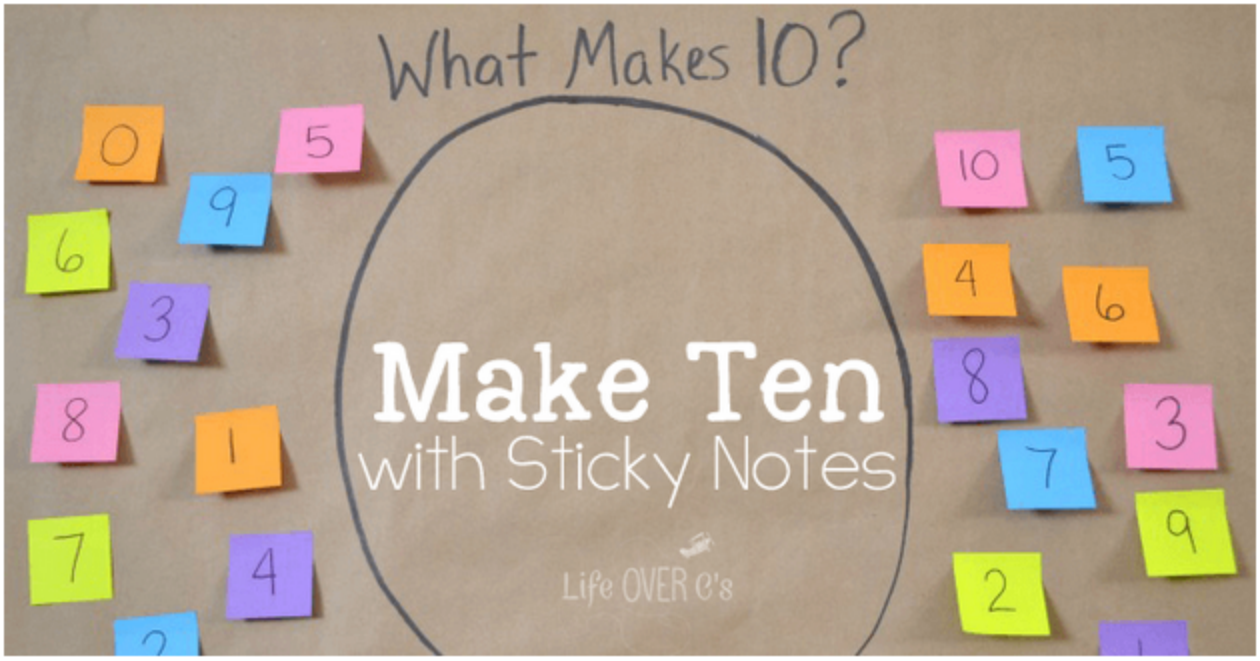


Dice games are fantastic in the classroom! With this one, kids practice their addition facts and get a little work with subitizing too. The concept is so simple: Each player rolls the dice and adds up their numbers. The highest sum wins that round. This is one of those first grade math games that can be expanded by adding a third die. (You can also use playing cards.)

2) Grab Bags (source: weareteachers.com)

Fill a variety of bags with collections of small objects. Kids grab a handful from two different bags, then count and add up the results. Be sure they write it all down to get practice at setting up equations. First grade math games like this one work for subtraction too.

3) Sticky Notes to Make 10 (source: weareteachers.com)



Challenge your child to put together the numbered notes that “make ten”. They’ll practice adding to 10 with multiple numbers.

4) Categories (source: BTSD In-House)

Trees	Cars	Telephone Poles

Make a sock puppet. Using your sock puppet, look out of your window & pick three types of things for your puppet to eat. Make a chart & list how many of each item, your sock puppet ate.

5) Add the sidewalk squares (source: BTSD In-House)

Count the number of sidewalk squares on each side of a driveway or steps. Add the squares on the left to the squares on the right. Now add the steps on the right to the steps on the left. Are they the same number?

2nd Grade

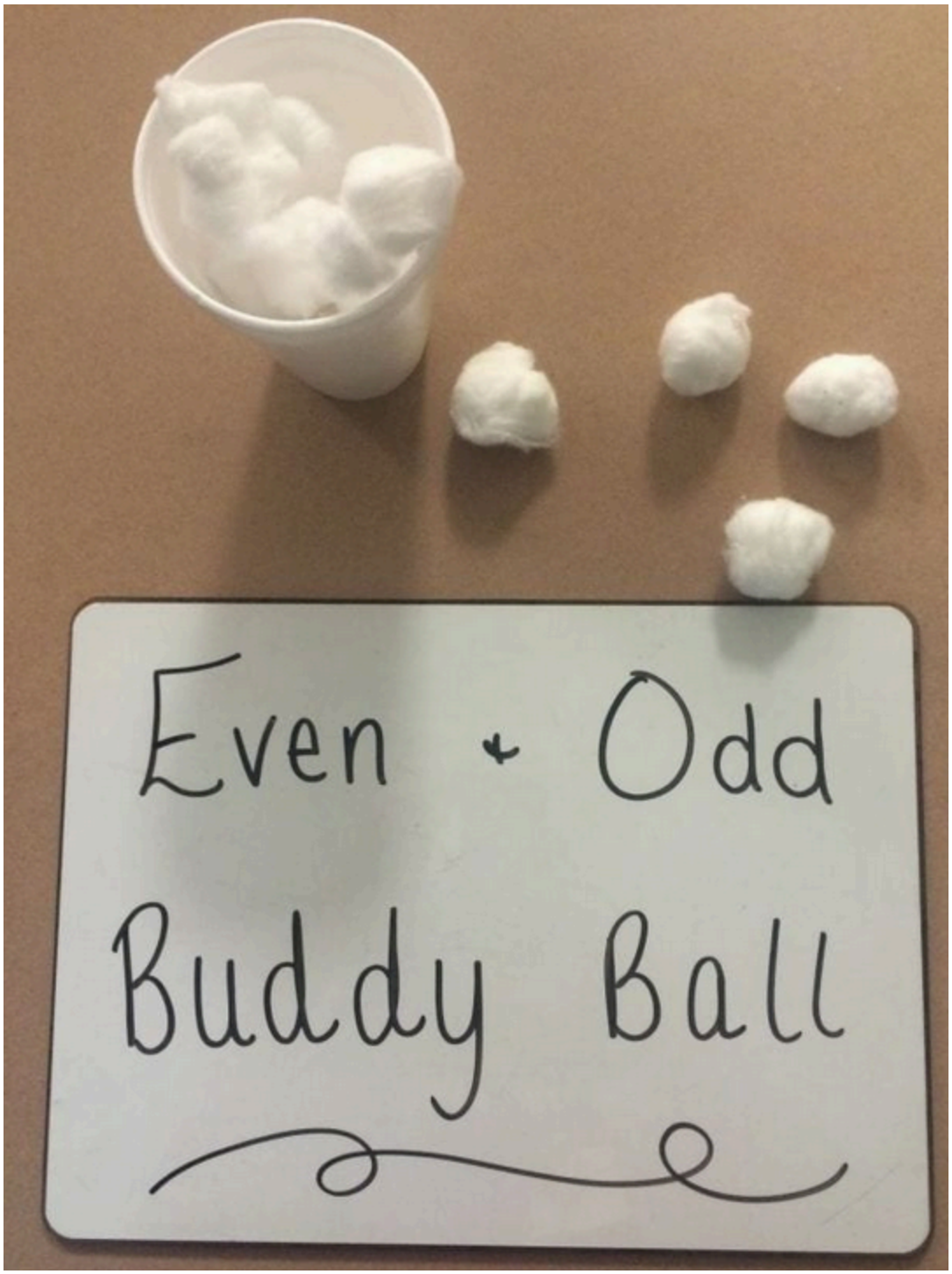
1) Skip Count Sidewalk Squares (source: BTSD In-House)

Try jumping from square to square skip counting by 5s. Try again with 10s. Try again with 100s. Bonus, see how fast you can do it.

2) Flip Cards & add to 100 (source: weareteachers.com)

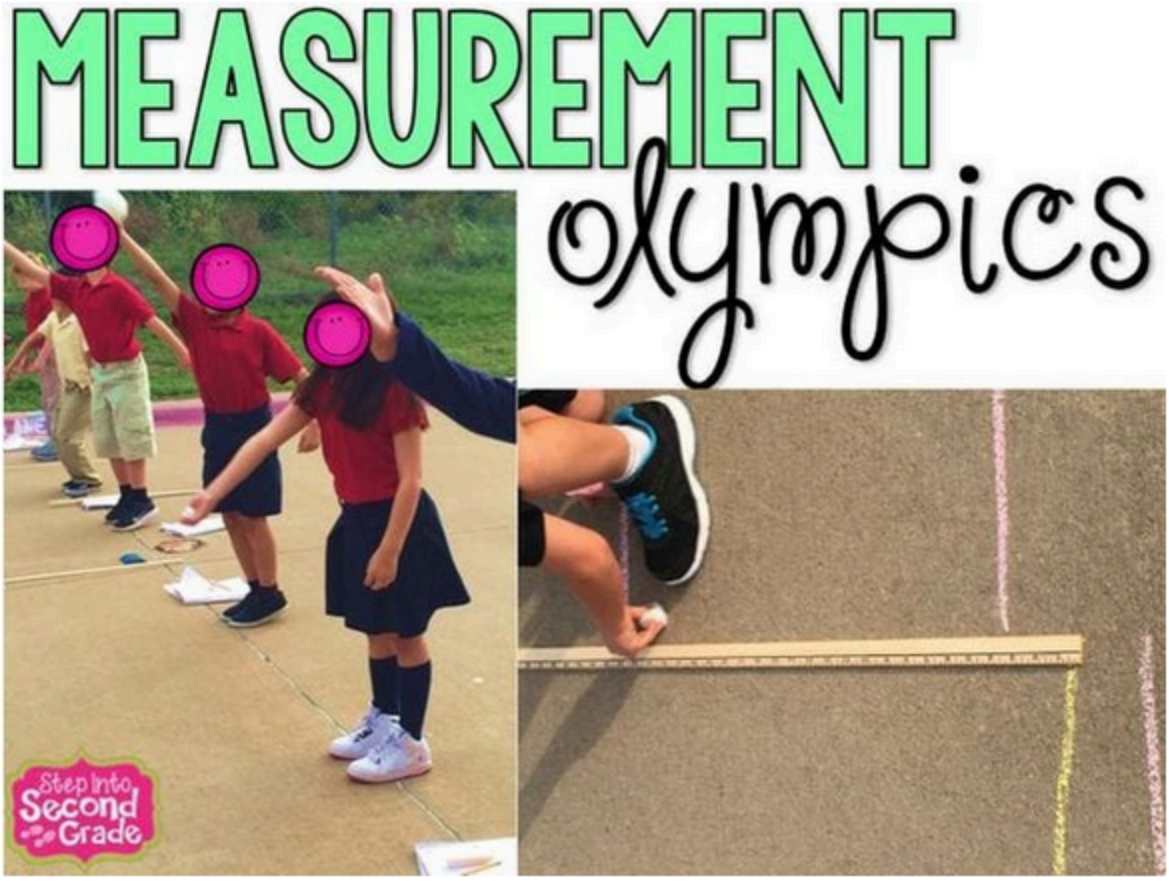
This simple second grade math game uses a standard deck of playing cards (take out the face cards or assign them values, like 1 or 10). Players draw a card and add it to their running total, trying to be the first to reach 100 without going over. Increase the difficulty level by having players draw two cards and add them together, then add the sum to their total.

3) Cotton Balls - Even & Odds (source: weareteachers.com)



Throw cotton balls into the cup. When done, count the ones that made it & see if it is even or odd.

4) Measurement Olympics (source: weareteachers.com)



Hold a variety of events & measure each in a different way: inches, centimeters, feet, yards, meters & so on. How far can you throw a cotton ball? How far can you through a crumpled paper ball? How far can you throw a playing card? How far can you jump?

5) Solve Puzzles by Skip Counting (source: weareteachers.com)

Have the child create this from a printout or by using something out of a magazine laying around. Have them test it out on a sibling.

3rd Grade

1) Flip Dominoes & Multiply (source: weareteachers.com)

Eventually, kids will have to memorize multiplication facts, and this quick and easy domino game can help. Each player flips a domino and multiplies the two numbers. The one with the highest product gets both dominoes.

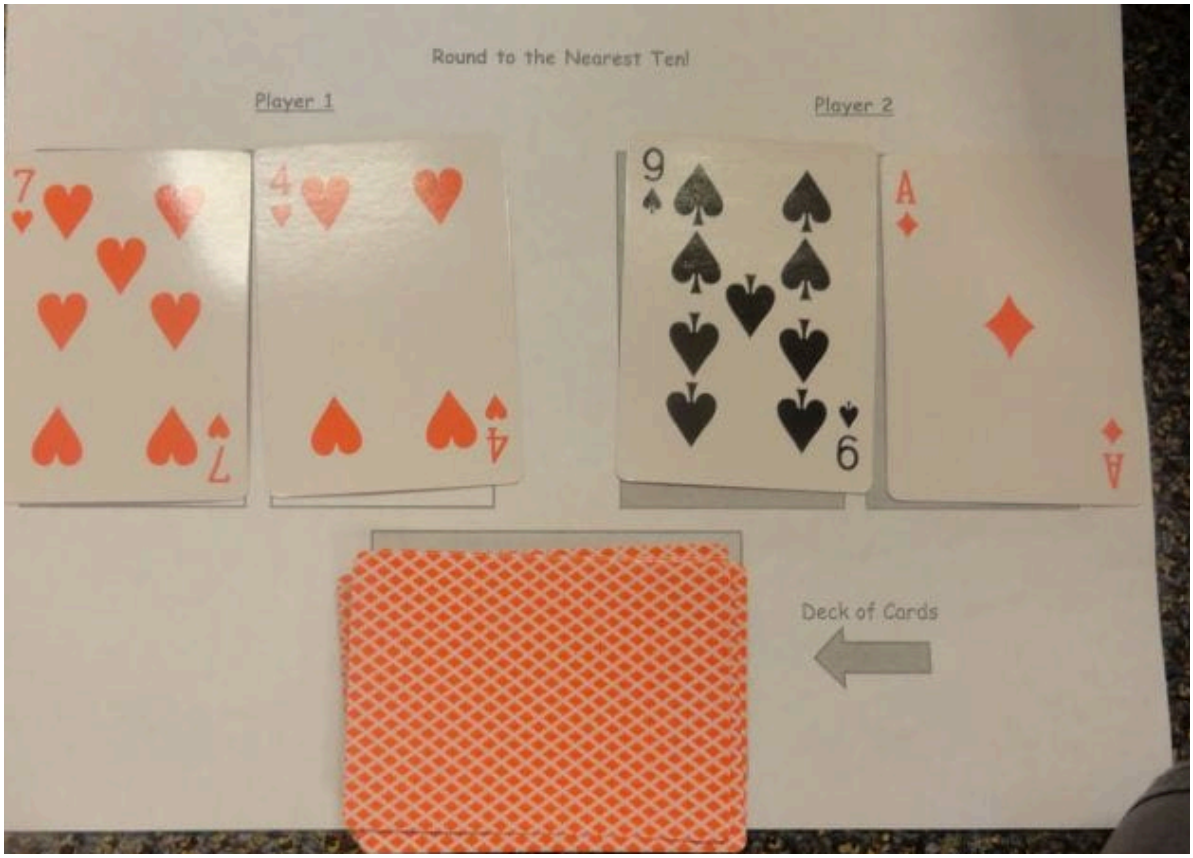
2) Repurpose a Guess Who? Board. (source: weareteachers.com)

One more multiplication game, using a Guess Who? game board. (You could also do this with division facts.)

3) Divide and conquer division pairs. (source: weareteachers.com)

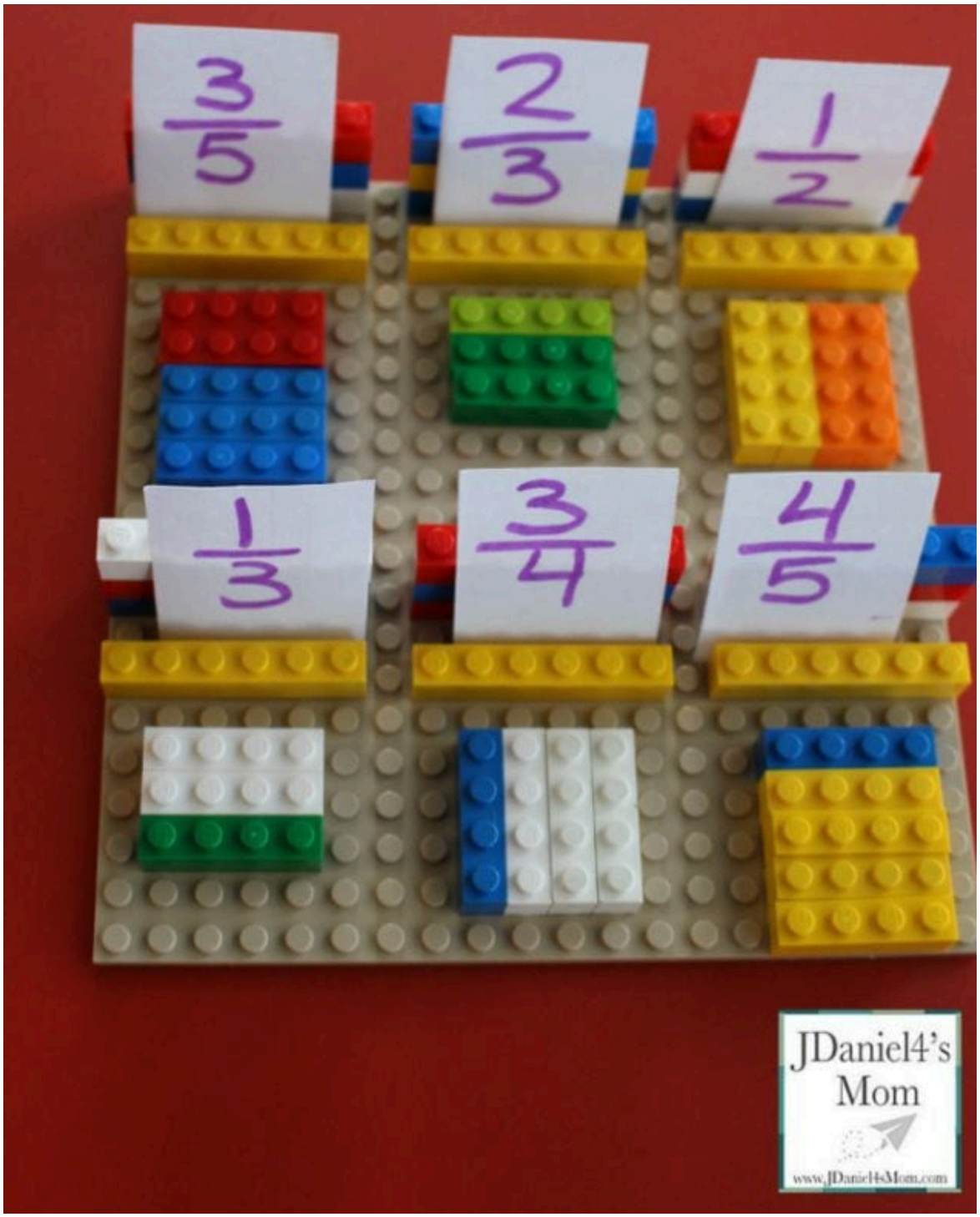
Think Go Fish, but instead of matching pairs, the aim is to match two cards in which one can divide evenly into the other. For instance, 8 and 2 are a pair, since 8 ÷ 2 = 4.

4) Introduce rounding with a card game. (source: weareteachers.com)



Third grade math students learn about rounding numbers. This card game has them facing off to flip two cards each and round the resulting number to the nearest 10. The one whose number is largest keeps all the cards.

5) Use LEGO bricks to learn fractions. (source: weareteachers.com)

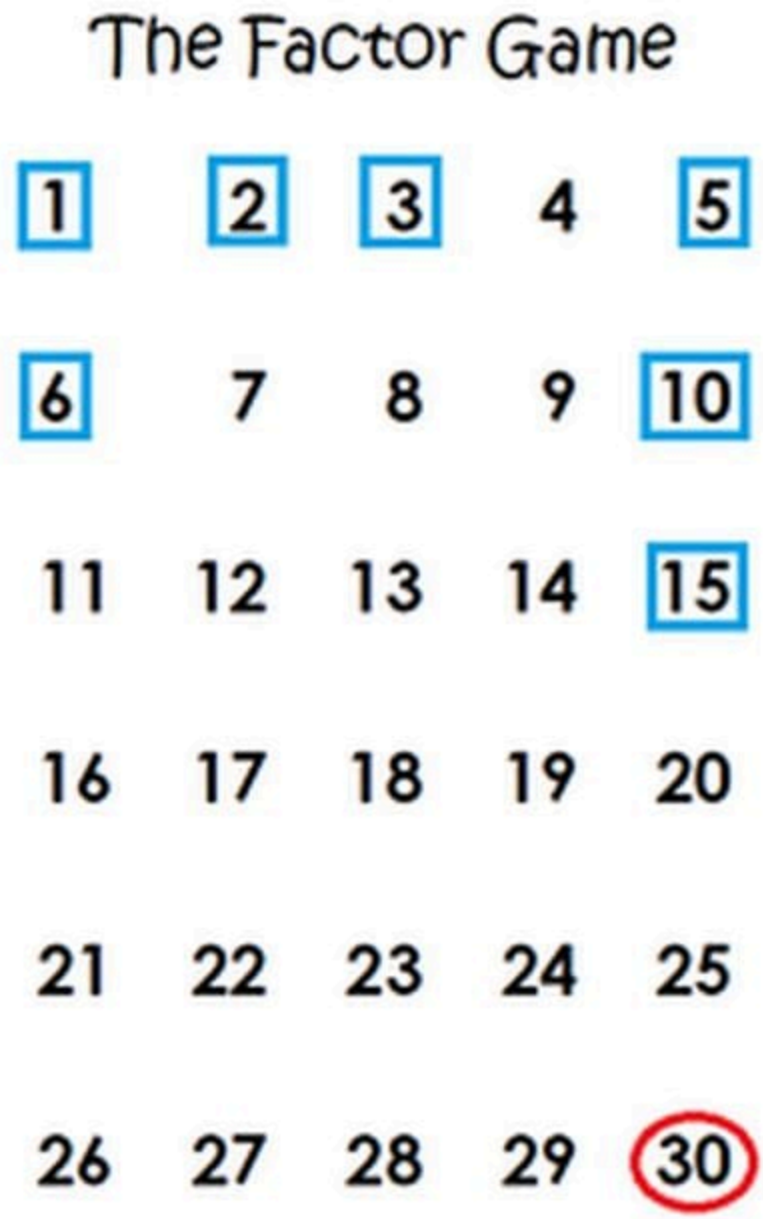


4th Grade

1) Give them a heads up with Factor Frenzy Headbands. (source: weareteachers.com)

Kids use dollar store headbands to hold cards showing multiplication products to their foreheads. Their partners try to get them to guess the number by telling them the factors, without saying the number itself.

2) Strategize to win the Factor Game (source: weareteachers.com)

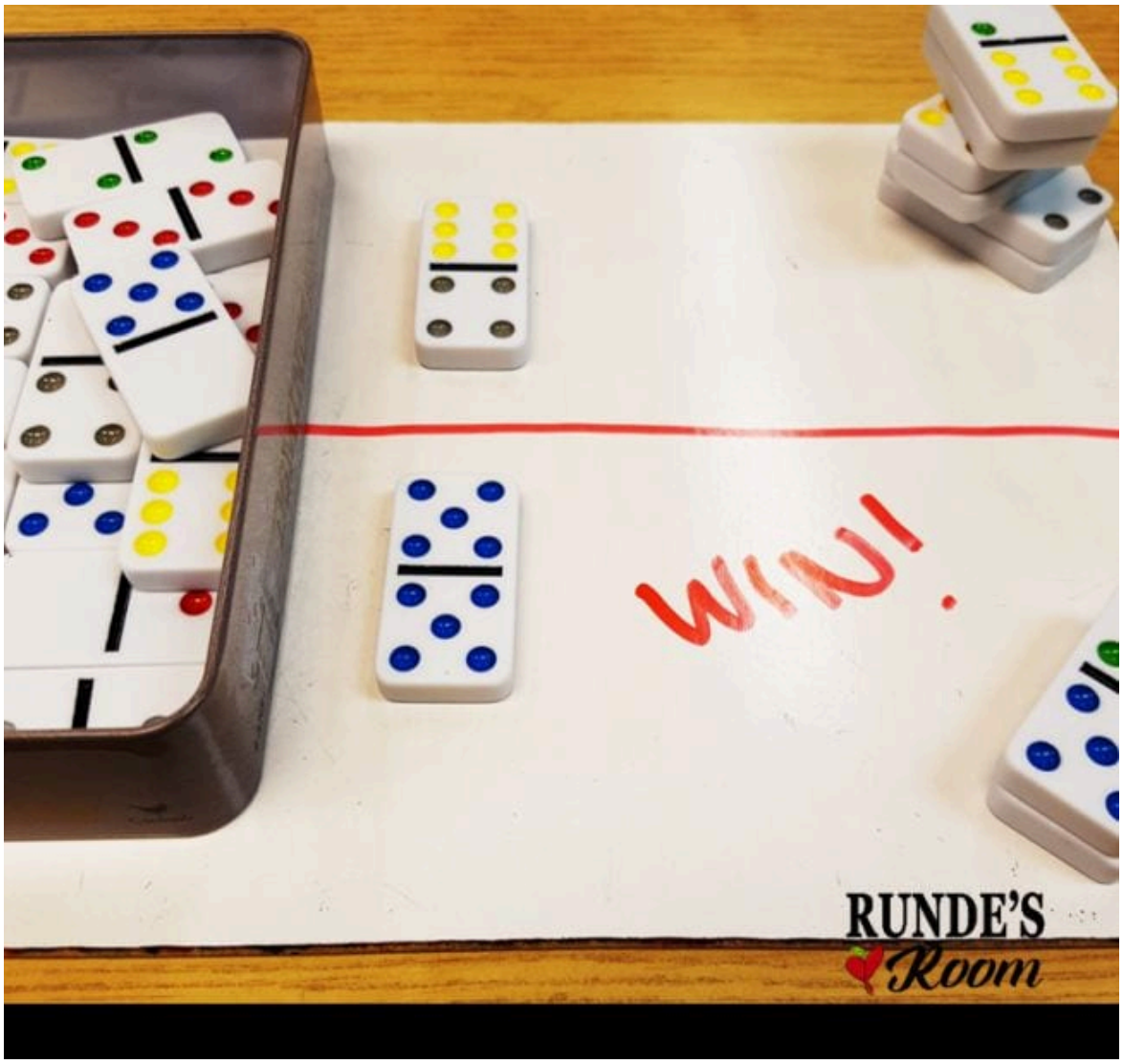


Write the numbers from 1 to 30 as shown. The first player marks a number (their score for that round). The second player then marks all the remaining factors of that number (which add up to their score for that round). Play continues until all numbers are marked.

3) Use playing cards to practice decimal place values (source: weareteachers.com)

Fourth grade math students take turns drawing cards, competing to build the highest possible number to the thousandths place.

4) Declare a fraction war with dominoes. (source: weareteachers.com)



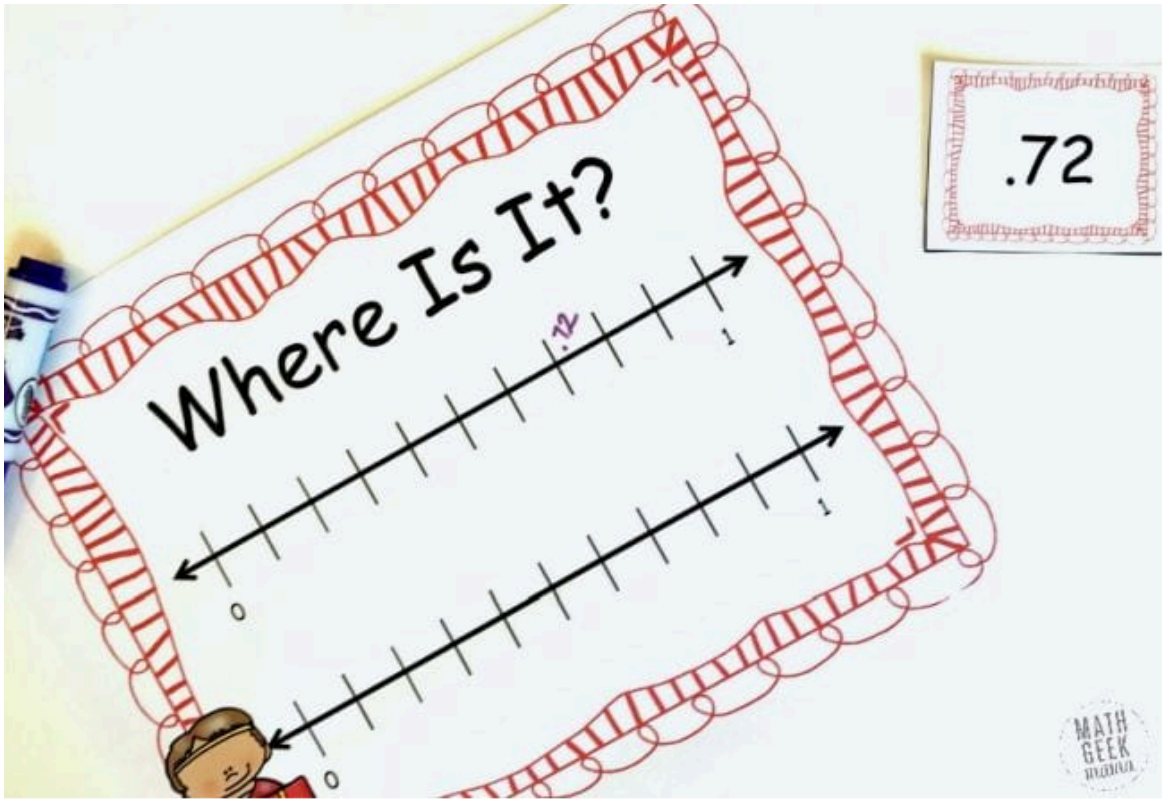
Each student draws a domino and positions it as a fraction. Then they compare the two to see whose is larger. The winning student keeps both dominoes.

5) Use plastic eggs to match up fractions & decimals. (source: weareteachers.com)

Snag some plastic eggs from the dollar store & write fractions on one half, with equivalent decimals on the other. Mix up the halves & creatively have your child work to match them up.

5th Grade

1) Try to guess Where Is It? (source: weareteachers.com)



One player secretly plots a decimal on the line. The other player guesses a decimal and plots it on their own number line. The first player tells them whether their guess is larger or smaller than the correct number. The players keep narrowing it down until they've correctly identified each others numbers.

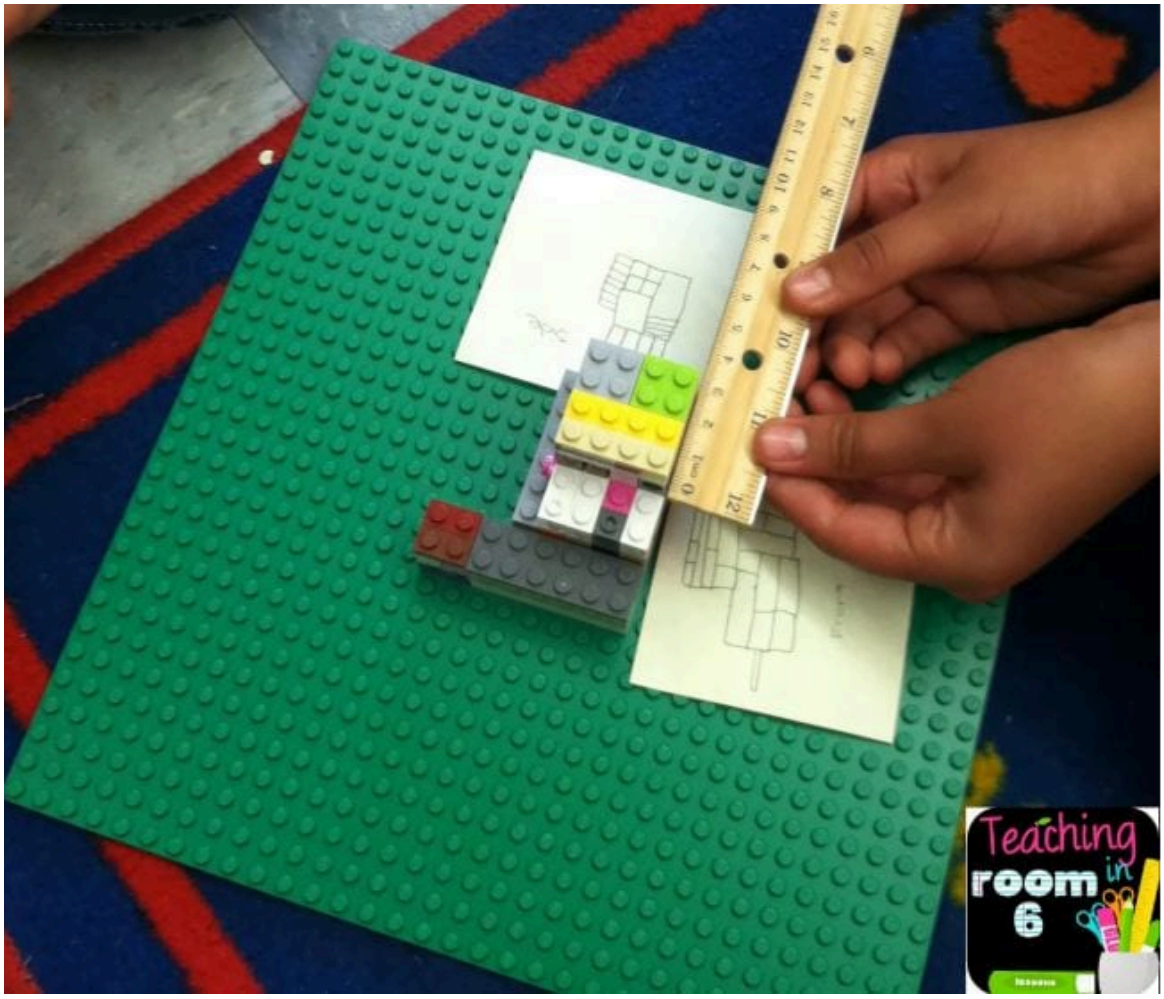
2) Make a Buck to get practice adding decimals. (source: weareteachers.com)

Money is a useful way to give decimals real-life application. In this game, students use playing cards to represent amounts and work to get their hand to equal exactly one dollar.

3) Play Fraction War with dominoes. (source: weareteachers.com)

Each player flips a domino and turns it so the larger number is on top, making an improper fraction. Then they write the mixed number and reduce it if needed. The player with the larger number keeps both dominoes.

4) Build with LEGO bricks to measure volume. (source: weareteachers.com)



Fifth grade math students encounter volume for the first time. LEGO bricks can be a great way to introduce the subject and help them see how it works.

5) Reveal the truth about Battleship (source: weareteachers.com)

BATTLESHIP - PLAYER 1

NAME:

ARRANGE YOUR FOUR SHIPS SECRETLY ON THE GRID BELOW. EACH SHIP OCCUPIES A NUMBER OF CONSECUTIVE SQUARES (MUST BE ARRANGED IN A STRAIGHT LINE). THEY CAN BE ARRANGED HORIZONTALLY, VERTICALLY, OR DIAGONALLY. SEE BELOW FOR THE TYPE OF SHIPS AND THE NUMBER OF SQUARES FOR EACH ONE. THE SHIPS CANNOT OVERLAP (ONE SHIP PER SQUARE). TAKE TURNS CALLING OUT A SQUARE (EXAMPLE: (3,2)). TELL THE PLAYER IF THEY MISS OR HIT YOUR SHIP. PUT "X" FOR HIT AND " • " FOR MISS ON EACH GRID. WHEN ALL OF THE SQUARES OF A SHIP HAVE BEEN HIT, THE SHIP IS SUNK. YOU MUST TELL YOUR OPPONENT WHEN HE OR SHE SINKS ONE OF YOUR SHIPS. WHEN ALL OF ONE PLAYER'S SHIPS HAVE BEEN SUNK, THE GAME IS OVER AND THE OTHER PLAYER WINS.

YOUR SHIPS AND OPPONENT'S SHOTS

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

SHIPS

1. BATTLESHIP
   5 SQUARES
2. DESTROYER
   4 SQUARES
3. SUBMARINE
   3 SQUARES
4. PATROL BOAT
   2 SQUARES

YOUR SHOTS

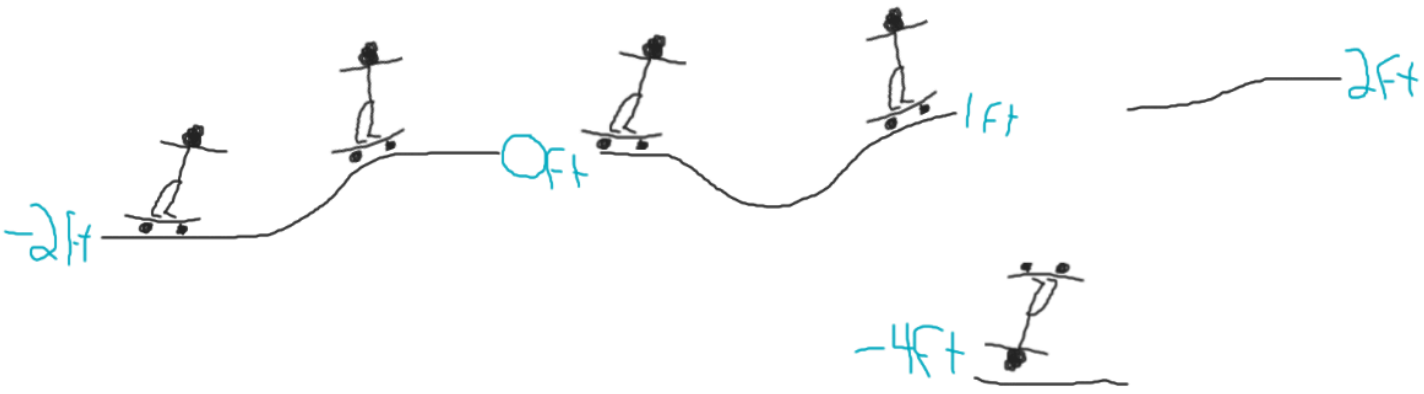
8								
7								
6								
5								
4								
3								
2								
1								
	1	2	3	4	5	6	7	8

6th Grade

1) What's your percentage? (source: built in-house -BTMS)

Shoot 100 _____ (crumpled paper balls, paperclips, etc) into a bucket. Figure out your shooting percentage when you are done. If you have a basketball court, expand where you shoot from. Step it up & change your total to something other than 100.

2) Create a picture story with positives & negatives (source: built in-house -BTMS)



Draw a story that depicts positive & negative numbers. For example, a skateboarder's journey through various hills & dips.

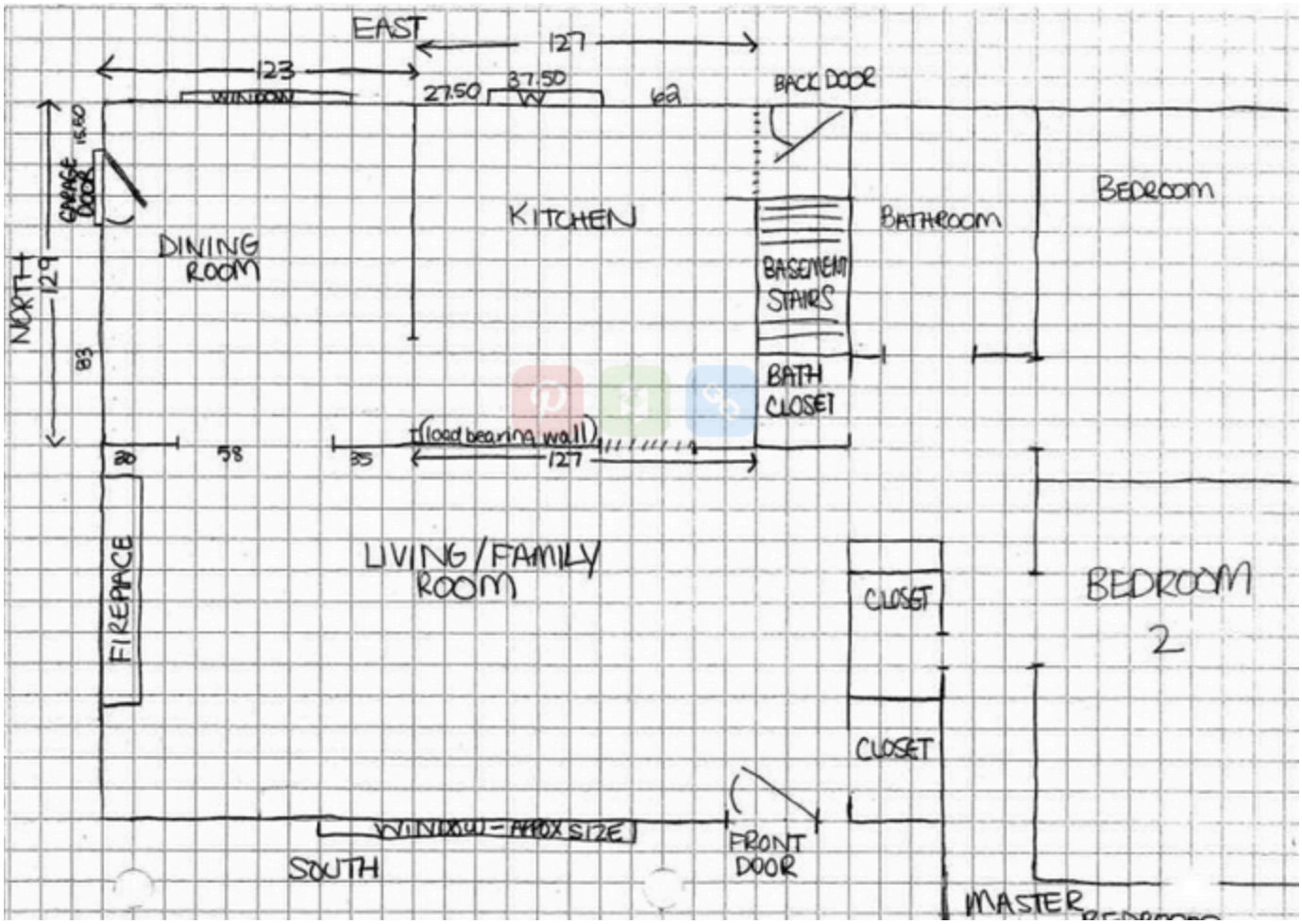
3) Matching expressions (source: built in-house -BTMS)

Cut out a bunch of expressions written as words.
Also cut out a bunch of expressions.
See if/how fast you can match them up.

5 times a number
The product of 3 and a number
Twice a number
A number doubled
A number multiplied by 9
2/3 of a number

$5n$
$3n$
$2n$
$2n$
$9n$
$\frac{2}{3}(n)$

4) Create a House (source: built in-house -BTMS)



Pick out the areas of every room first. Then, on graph paper, see if you can achieve the areas of each room with the house ending up to your liking. How many feet will each square be worth?

5) What's Your Data (source: built in-house -BTMS)

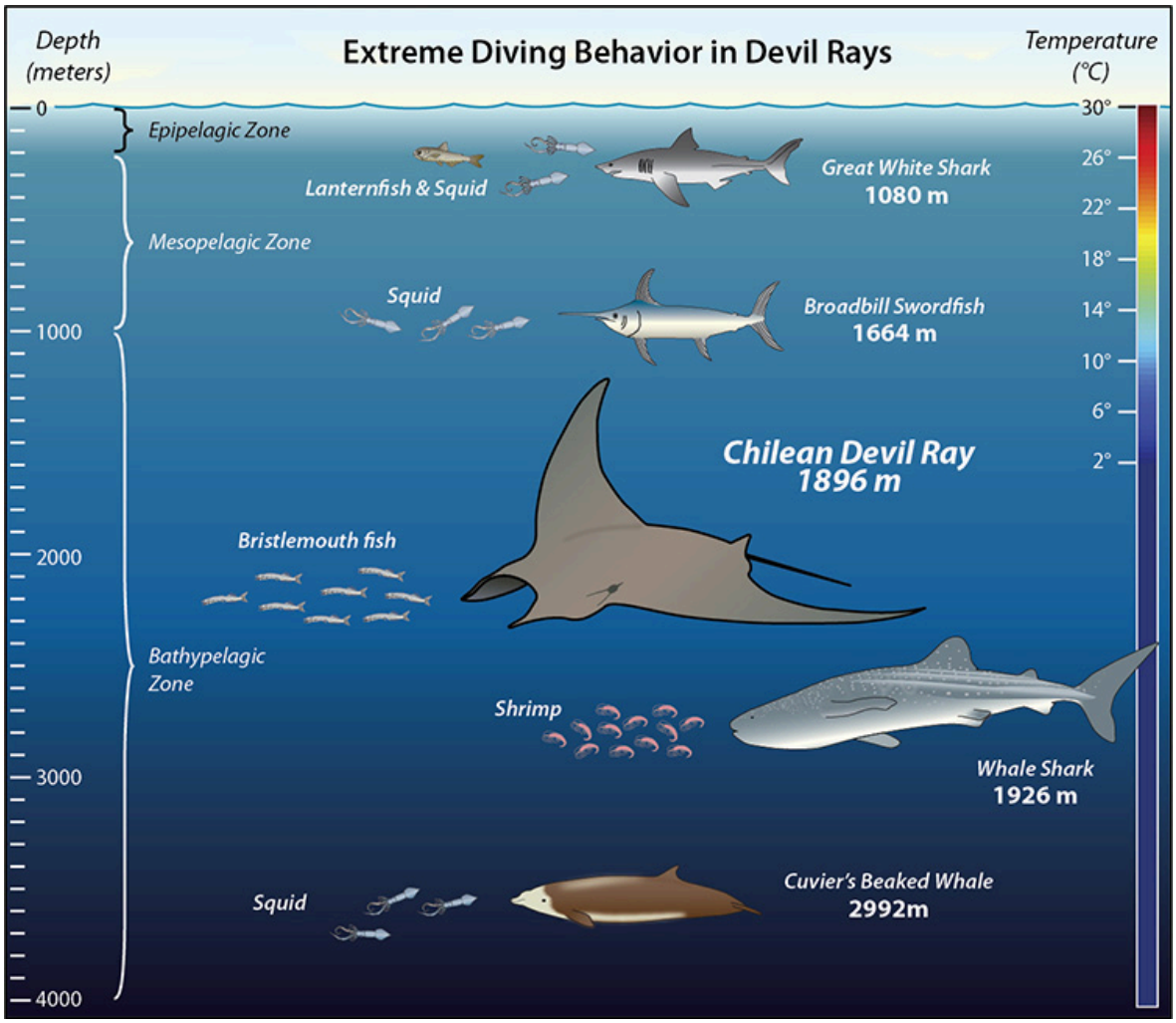
Do the exact same exercise every day for 7 days. Record your data. Use that data to calculate your Mean, Median, Mode & Range. For example, how many jumps can you accomplish in 1 minute of jumping rope?

7th Grade

1) Your Block (source: built in-house -BTMS)

Walk around your block for ¼ of an hour. Estimate how far you walked. ¾ of the way? 1 ¼ times around? Now, calculate out how far you would walk over the course of an hour?

2) The Air & The Sea (source: built in-house -BTMS)

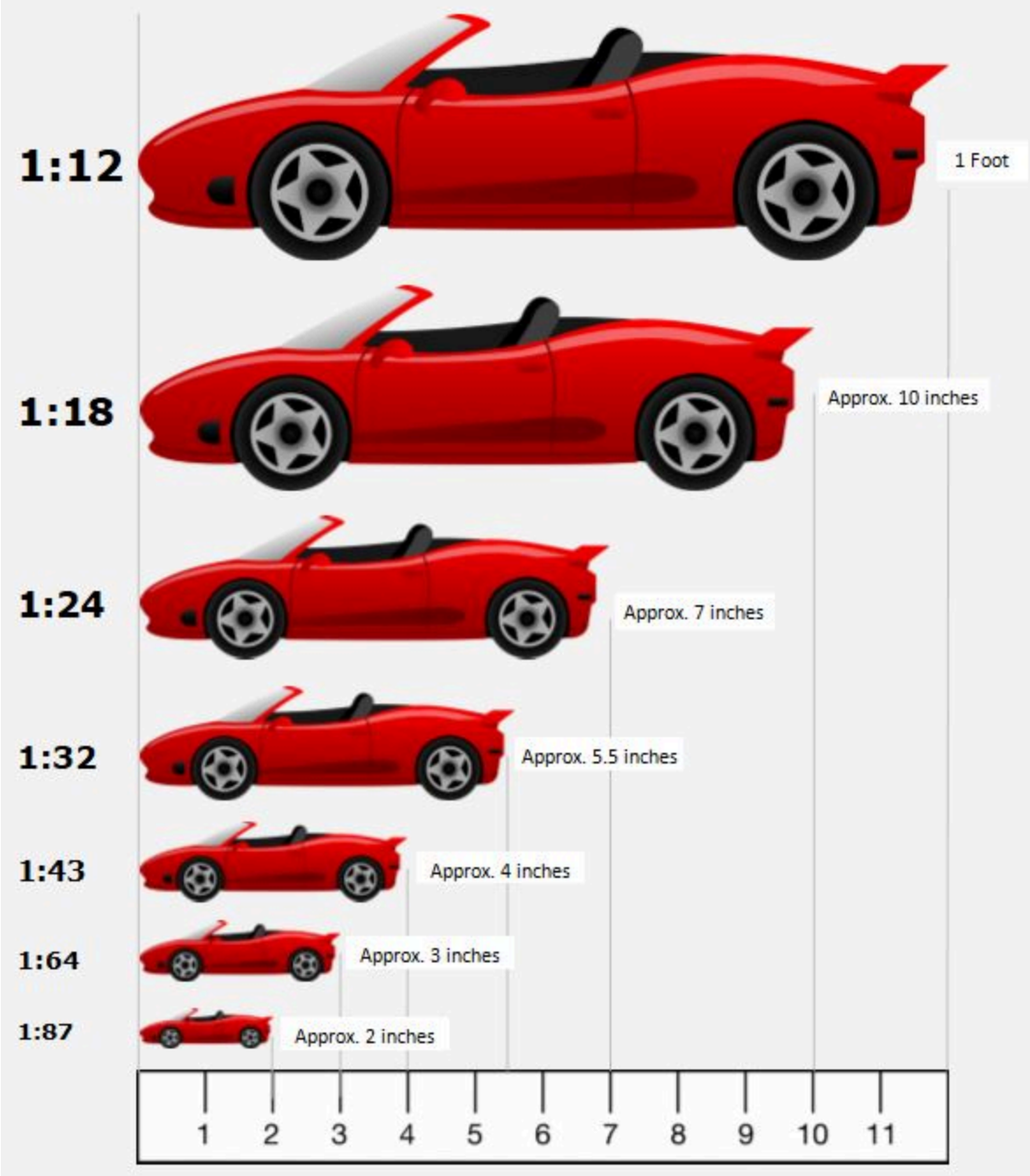


Draw a picture that shows fish at different negative depths under the sea. Include birds flying at different heights too. Calculate the total distance between the various creatures.

3) You are a Famous YouTuber (source: built in-house -BTMS)

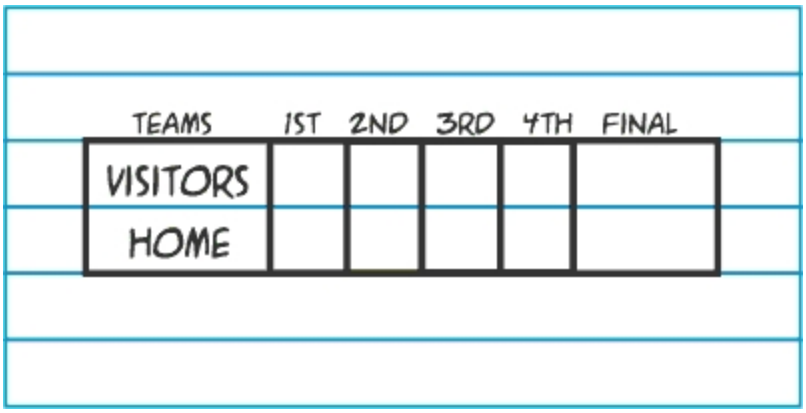
For a while, you were earning $200 per day. Ever since your new content, your income grew by 18% each day. If this pattern continued. How much would you be earning per day after 15 days? If the $200 per day streak was for 10 days prior to this happening, what would be your grand total at the end of the 25th (10 + 15) day.

4) Your Car (source: built in-house -BTMS)



The numbers on the left are the scale of the model car. The numbers on the right are how long each of those model cars are. Challenge yourself to figure out what the length of each car would be in real life using the numbers pictured.

5) Dice Basketball (source: built in-house -BTMS)

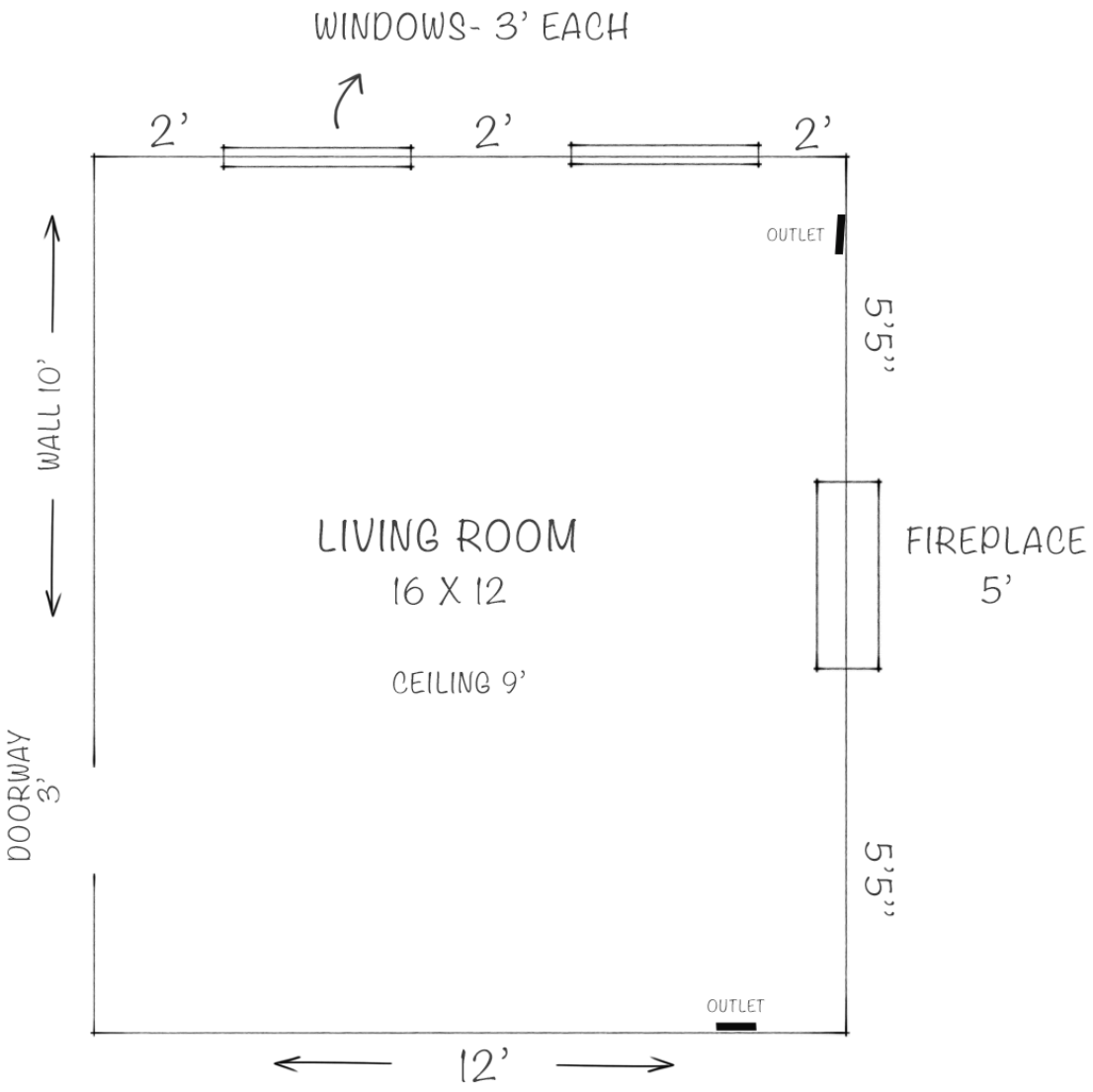


This game can be played against someone in person or over the internet.

- Pick a team name for yourself
- Set up 4 boxes for your team's points for each quarter.
- Grab a die
- Roll the die 8 times. Add up each roll & that is the total points scored in the 1st quarter. Your opponent then does the same thing. You repeat this for the 2nd quarter but you add that quarter's total to the first quarter to figure out your total points after the first two quarters (halftime).
- What is the probability of rolling a 6?
- Is the probability closer to zero or one?
- You are going to end up rolling the die 32 times to complete the game. Based off of your probability calculations, how many 6s do you THINK you will roll?

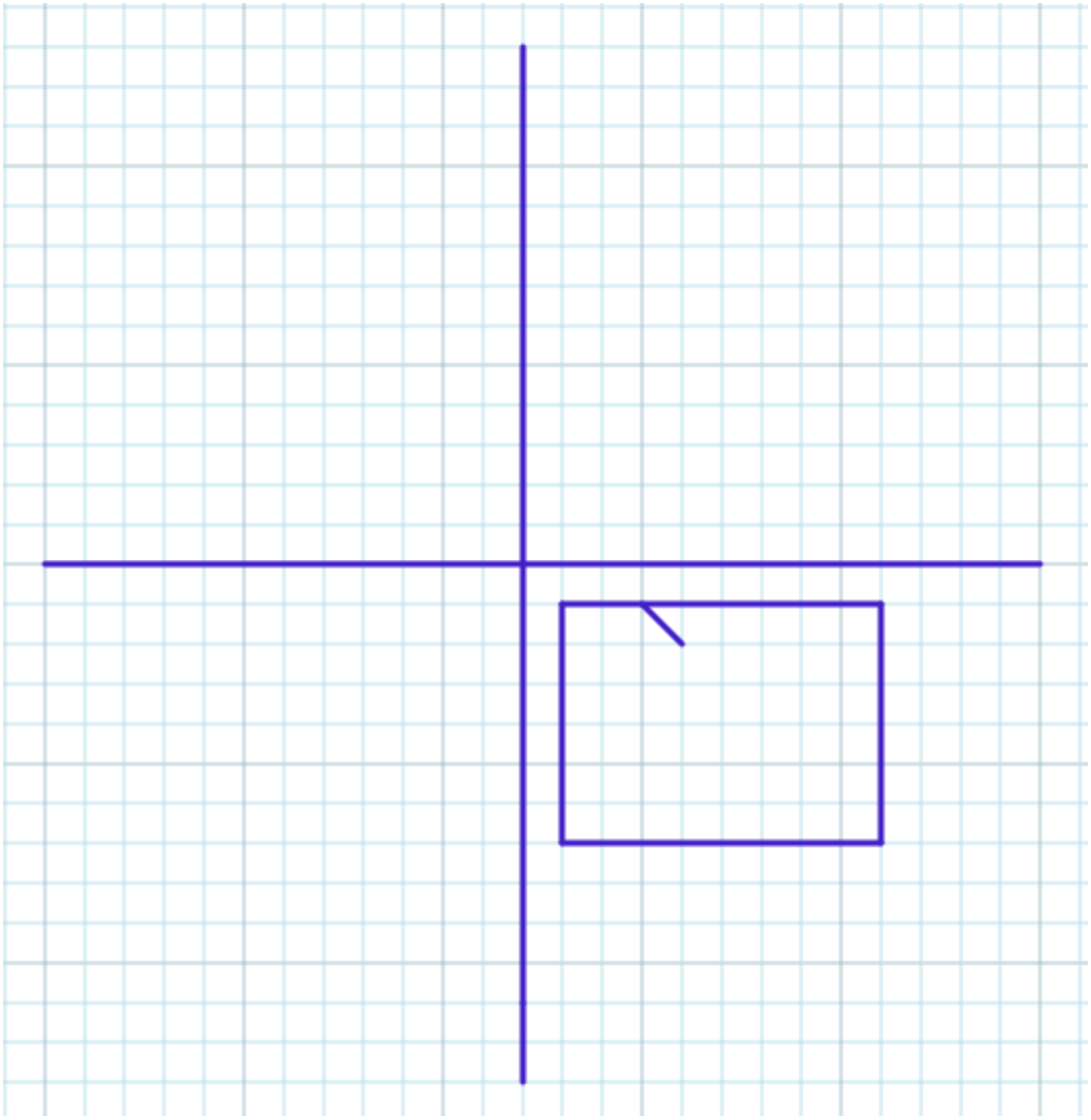
8th Grade

1) Which Room? (source: built in-house -BTMS)



Walk around your home and measure the different rooms with a tape measure. Calculate the area of each room. Are any of the room(s) a square? Could any of them be turned into a square without changing the total area? What is one way you could attempt to figure it out? For example, let's pretend one of your rooms measures 8 feet by 18 feet. This is obviously not a square, but could you adjust the dimensions to make it a square?

2) House Flip (source: built in-house -BTMS)



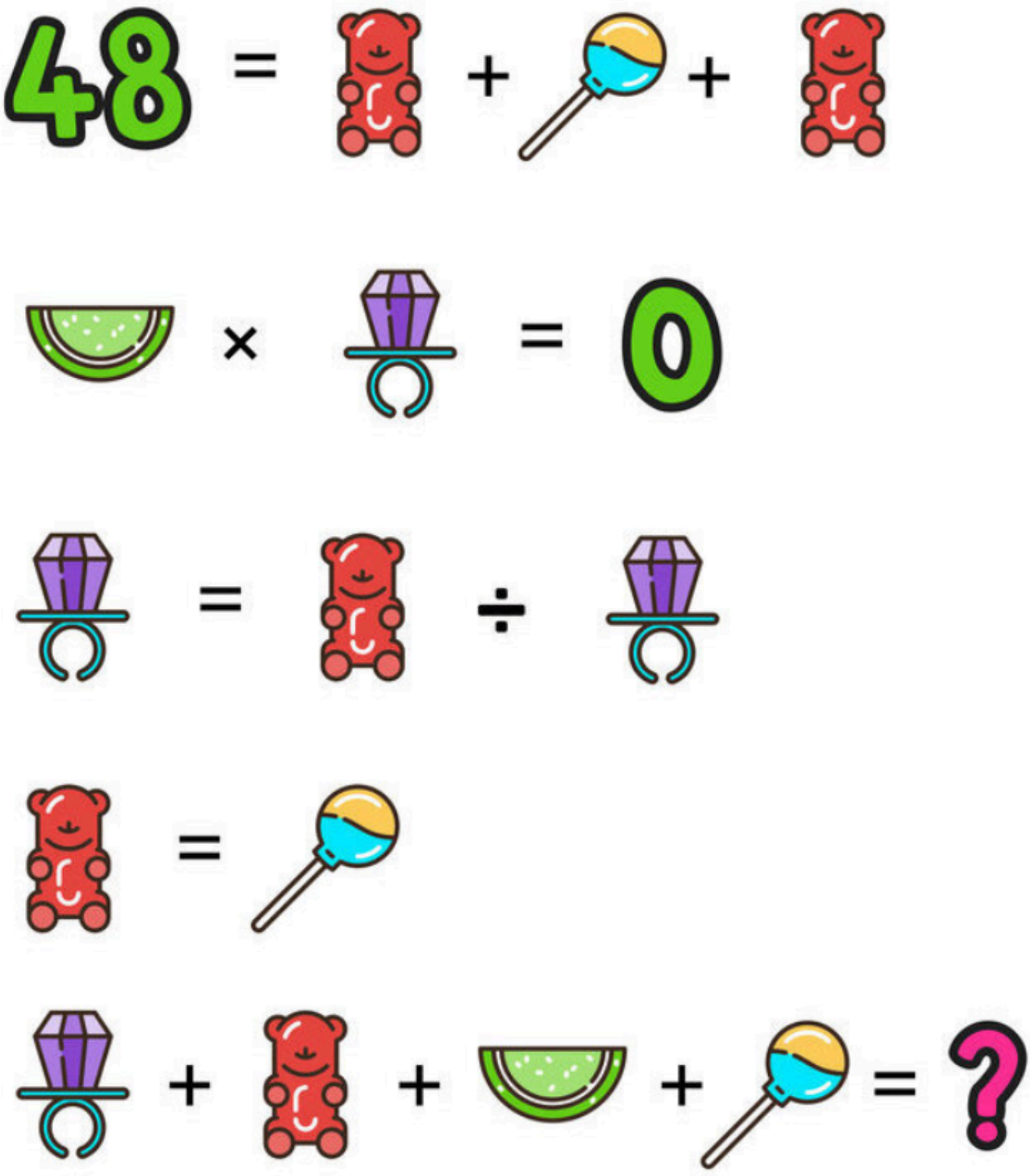
You & your friends just bought a plot of land to build a house together. Your original plan was to place the house in the 4th quadrant.

- Friend 1 said he would rather have it reflected over the x-axis.
    - Where would that be?
- Friend 2 said he would rather translate it 8 units to the left (from your original plan).
    - Where would that be?
    - Which quadrant would have more of the house?
- Friend 3 wants to rotate the house 90° clockwise (from your original plan).
    - Where would that be?
    - Would the door face North, East, South or West?

3) Human Slope Race (source: reimagined in-house -BTMS)

This is a game that is ideal for 2 or more people. Construct a 4 quadrant grid on your floor or outside (maybe sidewalk chalk). Create cards with random equations in Slope-Intercept Form. On “go”, flip the first card & simultaneously start a timer. You and your teammate must create the line.

4) Good Old Fashion Brain Teaser (source: mashupmath.com)



Find the value of each symbol.