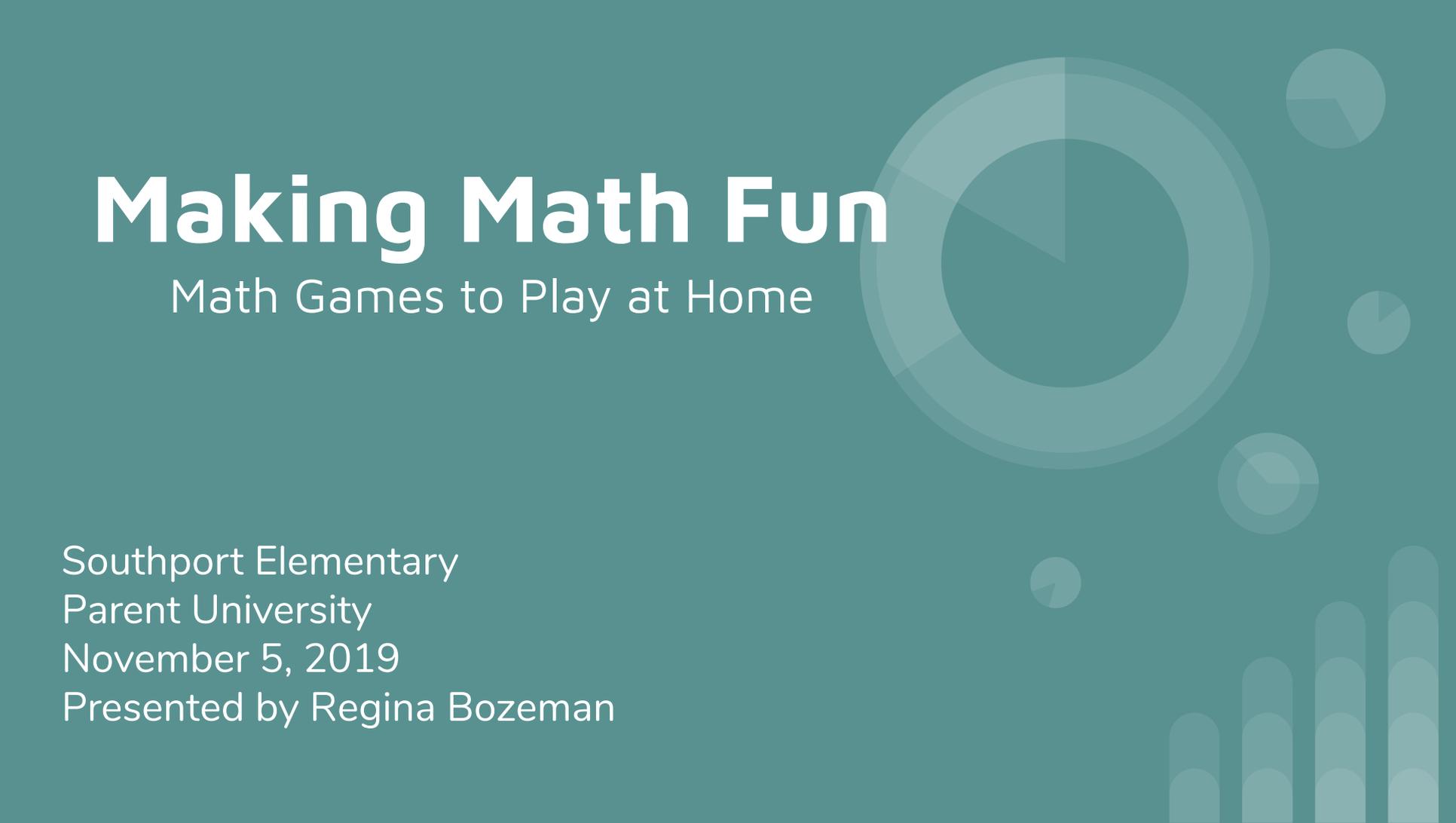


# Making Math Fun

The background is a solid teal color. It features several faint, semi-transparent mathematical graphics: a large pie chart in the upper right, several smaller pie charts scattered around it, and a bar chart in the bottom right corner with four bars of increasing height.

Math Games to Play at Home

Southport Elementary

Parent University

November 5, 2019

Presented by Regina Bozeman



# Why games?

- Skills practice
- Motivation
- Enjoyment
- Fun



# What Makes a Math Game Great?

1. Math is the engine of the game.
2. It's simple to learn and quick to play.
3. It's hand-on.

**Avoid games where the fun stops when the math starts.**

**Let's play!**





# Twenty-One

**Topics:** Addition, Subtraction, Multiplication

**Materials:** Three 6-sided dice; pencil and paper (or Twenty-One score sheet)

**How to play:** Find a partner. Roll all three dice. Use addition, subtraction, multiplication, or a combination of all, to make a number as close to 21 as possible.

Earn 1 point if your number is closer to 21 than your partner's.  
Earn 2 points if you get exactly 21.

Play 5 rounds; add up all of your points; determine the winner.



# Rock, Paper, Multiply

**Topics:** Multiplication (can also be done with addition)

**Materials:** None

**How to play:** Two people face each other and hold a hand behind their back.

Players call out, “Rock, paper, multiply!”

At the call of “multiply,” both players hold their hands out and show either 1, 2, 3, 4, 5, or 0 fingers on each hand.

The first player to call out the correct product wins.



# Math Games on the Go

1. **Don't Say My Number:** In this game, someone chooses a number that no one is allowed to say. Go around the car and count by ones - but skip any number that contains the selected number. For example, if 4 was the number chosen, you can't say 4, 14, 24, 34, or any number in the 40's. It would sound like this: "1, 2, 3, 5, 6, 7, 8, 9, 10, 11, 12, 13, 15, 16, 17, 18, 19, 20, 21, 22, 23, 25..." If anyone messes up, you have to start over. See how high you can count but *don't say my number!*
2. **Shape Search:** Choose two different two- and three-dimensional shapes and find them all around as you are driving. You can start with a triangle and work your way up to different sided shapes, such as an octagon. Kids love searching for shapes in the real world.
3. **Map It Out!** Before you leave, have your child map out the route you are traveling. He/She can calculate the number of miles, total amount of time, and different paths you can take. Your child can monitor your traveling progress along the way and will have a better understanding of when you will be arriving at your destination.



# Final Thoughts...

Introduce a new game each week.

Keep the games low stakes.

Losing is a learning experience.

Keep it short and sweet. Keep it fun!

