GROUP ACTIVITIES

Number Lotto

Numbers; Small groups

1. Give each student 2 blank cards. Tell each student to draw a certain number of simple-to-draw objects (2 bananas, 5 stars, 9 dots, etc.) on one card and the corresponding numeral on the other card. Choose numbers that you know they need practice with. Don’t make it too easy. Increase the number of blank cards if you want the game to go on longer.
2. Check for accuracy in drawing and writing and help students self-correct.
3. Designate groups of 4-6 students to play together.
4. Object and numeral cards are mixed up and laid out in a grid face down.
5. Players take turns flipping pairs of cards over. On each turn, the player will first turn one card over, then a second. If the two cards match, the player scores one point, the two cards are removed from the game, and the player gets another turn. If they do not match, the cards are turned back over.
6. Save the cards to play again.

Variations: Make shape cards that go along with numerals (circle=1, two half circles=2, triangle=3, etc.)

Pebble Toss

Numbers; Small groups

1. Have students prepare playing boards with paper and colored pencils. The board is divided into 8 squares and 8 numbers between 1-10 (10-20) are written in each of squares of playing board.
2. Players sit on floor facing each other with playing board between them.
3. Players take turns throwing pebbles at board and trying to land on one of numbers. If the pebble goes off board or lands on a line, player throws again.
4. When pebble lands on a number, player takes that many pebbles from pouch.
5. Two throws per player is all.
6. Players count up pebbles to see who has most. The one with most is winner.

Bingo

4 Processes; Whole class or small groups

The game below shows how to play Addition Bingo but this can be played with two or all four processes on the same card. You could also make it even simpler for number recognition.

1. Show children how to make grid on slates or whiteboard.
2. A list of 12 or more numbers is written on black board and students choose any 9 and write them on to their bingo card in any order. The more numbers/equations you offer the students, the longer the game.

3. Make or use flash cards of addition facts like the ones below.

<table>
<thead>
<tr>
<th>5+5=</th>
<th>1+1=</th>
<th>3+6=</th>
<th>1+2=</th>
</tr>
</thead>
<tbody>
<tr>
<td>4+4=</td>
<td>2+5=</td>
<td>0+1=</td>
<td>5+6=</td>
</tr>
<tr>
<td>2+3=</td>
<td>5+1=</td>
<td>6+6=</td>
<td>2+2=</td>
</tr>
</tbody>
</table>

4. Say and/or show an addition equation in random order one by one: "5+5=?", "4+4=?". Students solve equation mentally and look for sum on their Bingo cards. The students raise their hands to give the sum. Students mark off the number on their bingo card if they have that number.

5. When a student has three boxes marked in a row, column or diagonal, she calls out "BINGO!" Variation: Play game until everyone gets at least one BINGO. That way everyone keeps playing and calling out their BINGOs. There are 8 possible BINGOs.

Secret Domino
4 Processes; Partner game
1. Partners lay out ten dominoes face up between them. Choose addition, subtraction or multiplication as the process.
2. One student secretly picks one of the dominoes, such as a domino that has a 3 and a 4. She has to think of a missing problem for the chosen process. Example: If it is addition she would say 3 plus what number is 7.
3. The other student guesses which domino is the ‘secret domino’. If she gets it correct she keeps the domino, if she doesn’t the first player keeps it.
4. Whoever has the most domino at the end wins.

Shell Game
4 Processes; Partner game
1. Each pair needs a shell (bowl or bag), a collection of objects (like nuts, glass beads, etc.) and a slate/whiteboard.
2. Partners count out # of objects of your choosing. Ex: 5
3. First player closes eyes as second player puts certain number under a bowl (shell). Ex: puts 3 objects under the shell.
4. First player opens eyes and figures out how many were hidden by counting the number still outside the shell and writes the number sentence right after (5 - 3 = 2).
5. Play proceeds with new number of objects and second player closing eyes.
BASIC FACTS MEMORIZATION ACTIVITIES

Dictation
Have the children work with their slates and chalk in 1st on mental math skills. This is a great listening exercise for the students as well. You have to teach them how to listen to your dictation, keep up with your pace, and raise their hands for you to repeat.

1. Give each student a small blackboard, chalk and small piece of towel or a homemade whiteboard (a piece of card stock inside a sheet protector), dry erase marker, and one child-sized black sock.
2. Begin with numbers. Ex: You say, “two”, students write the numeral 2. Make the focus on correct number formation. You can do the reverse as well – show the numeral 2 on the BB, students write the word, two.
3. Dictate sentences of an addition table one at a time, students write answer. Ex: 1+9=, 2+9=, etc.

Movement Activities

Jumprope
Here are some ideas from easiest to more difficult:

1. Multiplication only: All students skip count (2’s, 3’s, etc.) while each child jumps for a length you decide.
2. All students chant the fact’s sentence (2x2=4, etc.) as each one jumps inside rope for one sentence.
3. Students jump and chant one sentence at a time. Next must be ready to run in right after. The rest of class listens to make sure the student is correct.
4. Give each student a sentence to answer while jumping, the rest of class answers if child is incorrect.

Hopscotch

1. Decide which fact to practice such as +2 or -3 or x5.
2. Have students write numbers 1-10 in or out of order in each of the hopscotch boxes (duplicate the number in the double boxes for beginners).
3. Students line up and give answer for equation of each box as they go through hopscotch.

Variation: Tell each child a different function, for example, +1, x2, divide by 3. Or write sentences like 5-1, 3+3.

Beanbag toss for Multiplication Facts
Whole group breaks into pairs as all skip count to the rhythm of the following tosses:
2’s - toss back and forth
3’s – toss from LH to RH and pass to partner
4’s – LH toss under LL from outside to RH, then RH toss under RL from outside to LH, LH toss to RH, then pass to partner
**Skip Counting with rubber ball bouncing** (Multiplication)
Each child has their own ball. Skip count by a number, saying each number as you each bounce ball from one's dominant hand on to the floor. Begin by holding the ball on the palm of your dominant hand. Then bounce the ball, turning your dominant hand to catch it on palm of same hand. Strive for rhythm. Begin by all skip counting together and then counting one by one as all bounce.

**Multiplication Grasshopper**
1. Write one of the numbers 1-12 (or higher if appropriate) on felt squares cut into round rock shapes beforehand.
2. Place the rocks in a straight line across the floor close enough for the children to hop from one to the other.
3. Give the grasshoppers (students) the instructions. Ex: “You are 2x table grasshoppers today. Let’s hop in order, 1-12 x2” and show them how it’s done.
4. As each student hops the whole class says the multiple. Ex: 2, 4, 6, 8, etc. You can also have them say the whole fact sentence: 1x2=2, etc.
5. When you think a student is ready turn over some or all of the ‘rocks’ for the grasshoppers to count without seeing the number.
6. Place ‘rocks’ in a haphazard fashion across the floor close enough for the children to hop from one to the other. Tell them a flood came through. Have the students hop and skip count as quickly as possible while the others check for accuracy.

**Playing Card Activities**

**Concentration Ten**
1. Use the Aces through 9’s in all 4 suits of a deck of cards.
2. Place all 36 cards face down in front of you and your partner.
3. First person turns over any 2 cards and add the 2 numbers, saying the sum aloud; if the sum is 10 pick these up and take another turn. If the sum is not 10, the cards are placed back in their locations face down.
5. Play continues until all cards have been picked up as pairs equaling 10.
6. The player with the most cards is the winner.

**Variation:** Simplify the game by using only 2 suits.

**Rummy 10**
1. Use Aces through 9 cards in all 4 suits of a deck of cards.
2. Shuffle and deal 7 cards face down to both players. The rest of the deck is placed face down in the center, with the top card turned over to begin the discard pile.
3. The players may draw either the top card of the deck or the top card of the discard pile. Before discarding a card the player puts down any books of 10, formed by combining 2 or more cards, using addition (example: 2+2+3+3=10, 1+5+4=10). The player then must discard a card.
4. Play continues until a player runs out of cards by laying down a book of 10 and discarding the last card.
5. The discard pile cards should be reshuffled when they reach the bottom.
6. The player who uses all cards up to make books of 10 is the winner.
Variation: Target practice of addition tables of 9 by taking out the 9 cards. Do same with addition table of 8 by taking out the 8’s and 9’s.

Small Group Activities

Basic Facts Lotto

1. Give each student 2 blank cards. Give each student a basic addition fact (or subtraction, multiplication, division fact) on one card and the corresponding answer on the other card. Your choice depends on which facts need to be practiced. Ex: Give them sentences for 6-10 Addition Tables. Increase the number of blank cards if you want the game to go on longer.
2. Check for accuracy in writing and help students self-correct.
3. Designate groups of 4-6 students to play together.
4. Sentence and answer cards are mixed up and laid out in a grid face down.
5. Players take turns flipping pairs of cards over. On each turn, the player will first turn one card over, then a second. If the two cards match, the player scores one point, the two cards are removed from the game, and the player gets another turn. If they do not match, the cards are turned back over.

Giant Cards and Dice for Addition and Subtraction

1. Make giant cards 1-12 and giant dice (or buy in a teacher supply store).
2. Have students lay cards in a row 1 – 12.
3. First student rolls the dice. Example: rolls a 4 and a 2.
4. That student can turn over any combination of cards that equals 6 (5 and 1, 3 and 2 and 1, 2 and 4, ...)
5. The first student plays until they turn over all the large cards. The turn ends if they can not turn over cards to equal the rolled amount.
6. The next student takes their turn.
7. The winner is the student who can turn over all the cards during their turn.