

# Math Practice at Your Fingertips

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Grades 1-8

Math Games and Computation Skills, Communication and Collaboration

## Summary

My goal for this year was to add math games to my repertoire of teaching strategies as part of my regular classroom routine. I looked at this as the first step to moving towards a guided math program. Also our PLT group was working on ways to increase the level of math fact knowledge in addition, subtraction, multiplication and division. The Saskatchewan Curriculum recognizes that

“mental mathematics is a combination of cognitive strategies that enhance flexible thinking and number sense. It is calculating mentally and reasoning about the relative size of quantities without the use of external memory aids. Mental mathematics enables students to determine answers and propose strategies without paper and pencil. It improves computational fluency and problem solving by developing efficiency, accuracy, and flexibility.”

I also wanted to increase opportunities for communication and collaboration. Some of my math games involved building, creating and problem solving. Others involved competition and cooperation. I created a brochure that highlighted the favorite games of the students and it also provides links where teachers can find these games.

## Reflection

My goal was to increase collaboration in my classroom by introducing more math games as part of my journey to guided math. I had successfully used math games in my kindergarten class to increase cooperation and interaction between students. I tried having these games regularly available after the students had completed their individual math assignments. I also wanted time to interact with the students and assess their mental math skills on an informal basis. The most popular games were the Allowance game and Farkle. The younger students enjoyed Bump and Concentration. However, some of my students would rush through their assignments in order to play the games so the quality of their work was not as good as it could have been. I had to change my strategy and set aside a specific time to play math center games so work quality didn't suffer. As I come across different games, it is easier to add them into the routine. Next year I am going to create a simple checklist of games that the students need to rotate through in a month long period. This will enable me to see at a glance which games the students have not played or which games the students gravitate to.



Math Splat—an opportunity to practice in a game format many different math facts



Drill and Practice



Matching pattern blocks and giving creativity a chance

Farkle was a real hit with my students. Here's a website link to the rules.

<http://www.coht.org/resources/FARKLERULES.pdf>



Technology colony style—garage sale find which drills addition and subtraction



Clear the board explores probability as well as addition facts

Dice game of War



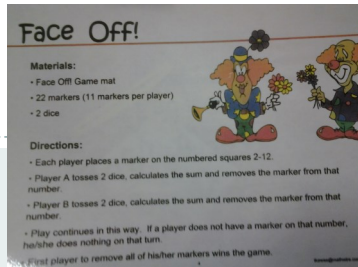
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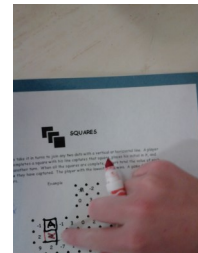
Concentration—simple memory match or friendly number match—numbers which add up to ten



*Go Fish can also be played with the power of ten cards or a regular deck of cards with the face cards taken out..*



Geometric Solid Bingo

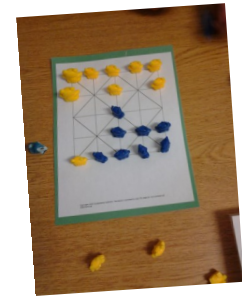


The game of squares challenges students to make the lowest score possible. Students have two different colours of dry erase markers and take turns drawing lines. The one who completes the square will get the score in that square. It explores integers.



One-to one counting and addition and subtraction competition coming up

Websites I've explored:



<http://www.boardgamesoftheworld.com/alquerque.html>



Bump—an addition practice game

<http://www.dr-mikes-math-games-for-kids.com/printable-math-games.html>

[www.poweroften.ca](http://www.poweroften.ca)

<http://teacher.scholastic.com/lessonrepro/lessonplans/grmagam.htm>

<http://www.homeschoolbuyerscoop.org/homeschool-curriculum/ellen-mchenry.html>