

BALL TOSS MATHS

Blow up a beach ball and use a marker to write numbers all over it. Have your class stand in a circle and before tossing the beach ball, state an operation that you want students to use. Toss the ball into the circle. The student who catches it uses the numbers underneath his hands to create a math problem using the operation you have stated. For example, if you said "multiplication" and the person who caught the ball had the numbers five and six under his hands, he would solve the problem 5×6 . If the student answers the problem correctly, he tosses the ball to another student; if he does not, another person can volunteer to answer the problem.

GREEDY PIG - Addition game

Students all stand up and teacher rolls a dice (a big foam one)

They get the number of points on the dice. Teacher throws it again. Now they add that many extra points to previous total. This continues. After each roll, I ask if anyone wants to sit down and bank their points, because if they are stood up and teacher rolls a 2, they lose all their points for being a greedy pig!

One student is at the board writing down who sits down and with how many points so they don't cheat!

Rules are if they sit down they can't stand back up for that round.

Once a 2 is rolled, everyone stands up and we start again. Their points from the previous round are still theirs.

--We have got up to 139 without a 2 in the past!

TEENY TINY TEN-FRAMES

Provide the students with a set of *Teeny tiny ten-frames*. Nominate a two digit number and ask the students to represent the number using the Ten-frames. Have the students share how they made the number. Ask the Students to make a second two-digit number. Repeat the questioning. Have the students find the total of the two numbers using the ten-frames. Discuss how they solved the addition.

Variation

Make the first number and then cover it up. Make the second number and Use the material to determine the total of both numbers.

BOO HOO 2

Roll 2 dice - add - roll one dice - keep a running total - children choose to sit down at any stage - if a 2 is rolled, all out. Child sitting with highest score WINS.

Run in the Gap (Enlarged number cards ending in 9)

Ten children hold a large number card each and stand in a horse shoe shape. Someone calls out a number e.g. 45 and one or more students must run between the gap where 45 would come (i.e. between the child holding 39 and the child holding 49). Everyone who runs between the right numbers wins ten points. As an extension, extend the numbers up to two hundred or further.

Doubling Dice (Dice)

Use dice to practice doubles- roll a dice and ask the student to say the double of that number.

ROLL CALL

Count boys/girls

- ✚ How many children altogether?
- ✚ Are there more boys or girls?
- ✚ How many more boys than girls are there?
- ✚ How many more boys to make 10?
- ✚ We have 23 in our class -How many are away?
- ✚ How many more to make a class of 30?

FIND THE MISSING DOTS

Display a dot pattern card, for example a pattern to represent the number 8, and say: "I wish I had 12. How many more do I need?" The students are to use mental strategies to solve the problem.

1, 2, 4, 8 GAME Addition game

Students sit in rows of 4 a bit back from their desks so that they can easily stand up. Any spare students can be the 'caller(s)'. The caller says a number between 1 and 15 and the correct students have to stand up so their numbers add up to that number. E.g. call out 6, the students who are 2 and 4 stand up. Keep track of the quickest teams.

