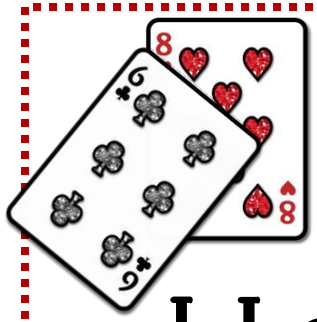

Dealing with Math Homework

Practicing math skills through games instead of worksheets!

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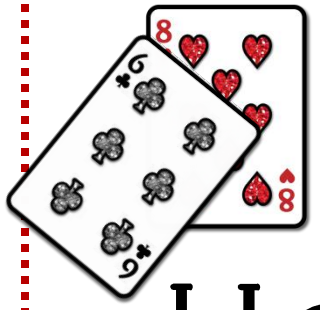

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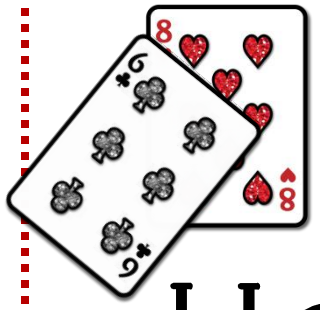

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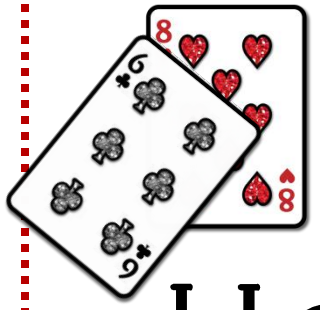

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Tell & Solve

Skill: Solving word problems

Player 1 flips over a card and begins a story problem using that number. (Ex. The farmer has 6 chickens.) Player 2 flips over a card and finishes the story using the number on the card. (Ex. The farmer bought 3 more chickens.) Both players solve the math problem with an illustration (picture, number sentence, chart, etc). If they arrive at the same answer they win the cards. If not, the cards go back in the stack. The game ends when players have won 3 cards.

CCSS.Math.Content.2.OA.A.1

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Salute!

Skill: Finding missing addends

(3 players are needed) Player 1 and Player 2 each draw a card and without looking at it, place it on their foreheads so their opponent sees it. Player 3 (judge) adds the two digits and says "The sum is _____." The first player to figure out the number on his/her card wins both cards. The judge plays the winner. Play continues until all cards are used. Player with the most cards at the end is the winner. CCSS.Math.Content.2.OA.A.1

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Fact Family Fun

Skill: Making Fact Families with two numbers CCSS.Math.Content.2.OA.A.1

Each player flips over a card. Player 1 says a number sentence using the two numbers. Player 2 states a different one. Player 1 states a third one. Player 2 states the fourth one. If players succeed in stating all of the fact family sentences (without helping each other) they win the round. If not, the cards go back in the deck and the game wins the round. Play is over when students have beat the game by winning all cards.

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Fishing for Ten

Skill: Adding digits to make 10
* Remove all "10" cards before play*

Pass out 7 cards to each player. Put the other cards in a pile (pond). Players try to find two numbers that make 10. Player 1 asks Player 2 for a card needed to make 10. If he/she does not have one, Player 1 will "go fish" and pull a card from the pond. Any matches of 10 are set aside. First player to match all his/her cards is the winner. CCSS.Math.Content.2.OA.A.1

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Slap!

Skill: Basic fact practice of a certain number. Choose an operation (addition, subtraction, multiplication).

Select a fact to work on before play starts (ex. adding 6). Slap the top card over quickly so that it is face up. The first player to name the sum of the digit on the card with the fact (+6) wins the card. Play continues until all cards are used. Player with the most cards at the end is the winner!

CCSS.Math.Content.2.OA.B.2

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CCSS.Math.Content.2.OA.B.2

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Battle

Skill: Basic mixed fact practice. Choose an operation (addition, subtraction, multiplication).

Split the deck in half (one half for each player). Each player turns over a card. The first player to perform the operation and announce the correct answer wins both cards. Play continues until all cards are used. Player with the most cards at the end is the winner.

CCSS.Math.Content.2.OA.B.2

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CCSS.Math.Content.2.OA.B.2

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Double Up

Skill: Adding doubles

Turn over one card. The first player to "double" that number wins the card. (ex. a 4 is turned over, the players would add 4+4 and call out 8). Play continues until all cards are used. Player with the most cards at the end is the winner.

CCSS.Math.Content.2.OA.B.2

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CCSS.Math.Content.2.OA.B.2

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Even or Odd?

Skill: Identifying even and odd digits

Player 1 predicts if a card will have an even or an odd number. He/she flips the card over. If correct, he/she keeps the card. If not, it is placed at the bottom of the stack. Play continues with other players. Game ends when all cards are used. Player with the most cards at the end is the winner.

CCSS.Math.Content.2.OA.C.3

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CCSS.Math.Content.2.OA.C.3

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Speed Racer

Skill: Identifying even and odd digits

Cards are dealt evenly among players. At signal, players "race" to put their cards in two piles – odds and evens. The first player to finish calls, "Stop!" Other players freeze and then check the piles of the finished player. If all numbers are sorted correctly, the player wins. If not, the opponents gets to finish sorting and try to cross the finish line first. (If both players make a mistake, no winner is named.)

CCSS.Math.Content.2.OA.C.3

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Evens Only

Skill: Forming equations for even numbers

Remove all odd number cards from play. Place all even cards in a play stack. Turn over the top card. The first player to name the number that could be used to form a doubles problem equaling the number on the card wins the card. Player with the most cards wins. (Example: 8 is turned over. The first player to say 4 wins the card because 4+4=8).

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CCSS.Math.Content.2.OA.C.3

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Hip, Hip, Array!

Skill: Creating arrays (rows and columns of objects) and writing equations for arrays

Small objects, such as cereal or pennies, needed

CCSS.Math.Content.2.OA.C.4

Turn over two cards. The first player to create an array with the two numbers using small objects and to create a number sentence to represent it wins the cards. Player with most cards wins. (Ex. For the cards 3 and 4, players would make 3 rows with 4 objects in each row and write the problem 4+4+4=12)

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Place Value Battle

Skill: Forming the largest (or smallest) 3-digit number

Players sit side by side (not face to face). Players take turns drawing a card and naming the "place" (ones, tens, hundreds) they are putting it in. Cards cannot be moved once placed. Players repeat until they have both formed a 3-digit number. The player with the largest (or smallest, depending on type of play) 3-digit number wins all cards. Play continues until all cards are used. Player with the most cards wins.

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Skip Around

Skill: Counting by 2s, 5s, 10s, or 100s

Select a number to skip count by. Flip over one card. Player 1 will count on starting at that number and say the answer, player 2 will count on from player 1's answer, and so on. They will continue until one player makes a mistake, or they've each had five turns. If no mistake, the card is placed in a "win" pile. If a mistake is made, the card is returned to the bottom of the play pile. Game is over when students have all cards in the "win" pile.

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Count On

Skill: Counting within 1,000

Player one turns over two cards to form a two-digit number and counts on (by ones) ten times to win the cards. Player two takes a turn. Player one repeats with three cards to form a three-digit number. Player two takes a turn. Play continues alternating between two and three cards. Player with the most cards at the end wins.

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Count On

Skill: Counting within 1,000

Player one turns over two cards to form a two-digit number and counts on (by ones) ten times to win the cards. Player two take a turn. Player one repeats with three cards to form a three-digit number. Player two takes a turn. Play continues alternating between two and three cards. Player with the most cards at the end wins.

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Expand Me

Skill: Expanded form of numbers

Turn over three cards and lay them side by side forming a 3-digit number. Both players write the number in expanded form and then compare. If they are both correct, the players win the cards. If not, the cards go back in the stack. Play continues until all cards have been won.

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Greedy Gator

Skill: Comparing 3-digit numbers

Divide the cards into two stacks. Each player gets a stack of cards. At the same time, they flip over one card (ones), then another (tens), and another (hundreds). The first player to place their fingers (peace-sign style) between the numbers for < or > correctly wins the cards IF they read the equation correctly. If not, the other player automatically wins the cards. Player with most cards wins.

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Big Battles

Skill: Adding and subtracting multi-digit numbers

Decide on an operation. Decide on a number of digits (2, 3, or 4). Turn over cards to make two numbers (either 2, 3, or 4 digits each). Each player solves the problem (paper may be used). Compare answers. If both answers are correct, players win the cards. If not, cards go back in the stack. Game ends when all cards have been won.

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Mental Math

Skill: Add or subtract 10 & 100 mentally

Decide on an operation. Player 1 turns over three cards to make a 3-digit number. If the number is even, Player 2 must add 10. If odd, Player 2 must add 100. If correct, Player 2 keeps the cards. Trade roles and repeat until all cards have been won. Player with the most cards wins.

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Measure it!

Skill: Measuring to the nearest unit (inches, centimeters, feet, etc.)

Rulers are need for this game

Before play begins, decide on a unit of measure. Turn over a card. The first player to find a nearby object measuring the length on the card wins the card. Play continues until one player has 10 cards. That player is the winner!

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What's My Length?

Skill: Estimating lengths in specific units (cm, inch, feet, or yards)

Choose a unit (cm, inch, foot, or yard) before play. Turn over a number card. Players must name an object that is about that length (example if the unit named was "foot" and the number was 6, a player might say "Dad"). The first player with an accurate estimate wins the card. The player with the most cards wins.

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What's the Difference?

Skill: Finding the difference between two measurements

Rulers needed. No cards used in this game.

Choose a unit (cm or inches). Players finds two objects. Both players measure the objects then calculate the difference between the two measurements. (Larger measurement – smaller measurement = difference.) If answers match, players earn a point. Five points ends the game.

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Time's Up!

Skill: Telling time to the nearest 5 minutes
* Paper clock needed*

Player one turns over a card. Put the hour hand on that number. Turn over another card. Put the minute hand on that number. Player two must name the time. If correct, he/she wins the cards. Switch roles and continue playing until all cards have been played. Player with the most cards wins.

*Note that on a real clock the hour hand would also be moving. Practice this with your paper clock.

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Save or Spend?

Skill: Solving word problems with money

Player one turns over two cards and tells a money story problem with those numbers. (Ex. 6 and 4 - Sam had 6 dimes. He spent 4 of them on a pencil. How much money does he have now?) Player two solves the problem. If correct, player two wins the cards. Game ends after 8 rounds. Player with the most cards wins.

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Piggy Bank

Skill: Counting coins and writing amounts of money with $ and ¢ correctly

Players decide on a coin then turn over a card to show how many of that coin. Both players write down to show the amount using both signs. If both are correct, they earn a point. Five points ends the game. Make the game more difficult by turning over multiple cards representing multiple coin types.

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Plot it!

Skill: Creating line plots

Each player draws a number line 1-10. Each player flips over 12 cards and plots the numbers with an X on the number line. Figure out the **difference** between the number with the most plots and the number with the least plots on each line. The player whose **difference** is the greatest wins!

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Good Graph!

Skill: Creating bar graphs and picture graphs. Asking and answering questions about graphs.

Players create a graph (with no data). Each player takes a turn flipping over a card to represent the data in a category and graphing it. Once graph is complete, players take turns asking questions about the graph. A point is earned for each correct answer. Player with most points after 6 questions wins.

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Ship-Shape

Skill: Attributes of shapes (triangles, squares, rectangles, trapezoids, pentagons, hexagons, cubes, etc.)

Name a shape before play. Flip over a card. Name facts about that shape, or examples of that shape to equal the number on the card. The next player takes a turn. The turn ends when a player can't name facts/examples without repetition. The other player wins the card. Player with most cards wins.

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Ship-Shape

Skill: Attributes of plane shapes (triangles, squares, rectangles, trapezoids, pentagons, hexagons, cubes, etc)

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Partitioner

Skill: Dividing rectangles into equal-sized pieces

Both players draw rectangles before play begins. Turn over a card. The first player to divide the shape equally into that number of rows and columns and find the total number of pieces wins the card. The first player with 10 cards wins!

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Fraction Action

Skill: Rectangles and circles with equal pieces

Remove all 1 and 10 cards before play. Player 1 flips over a card and draws a shape with that number of equal pieces. Player 2 tries to draw that number of equal pieces in a different way. Play keeps alternating until a player cannot represent that number of equal pieces in a different way. The other player wins the card. Player with 5 cards first is the winner.

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