



### **Simply Great Math Games**

We have kept four factors in mind in selecting and creating the games in this book: First, all of these games are designed to engage and challenge all students. Secondly, each game requires minimal preparation. Also, all of the games use materials commonly found in every classroom. Last, the directions and format of each activity must be clear and direct.

Use these conceptually rich yet easy activities to help your students learn to:

- add and multiply whole numbers, fractions, integers and algebraic terms
- understand and work with prime and composite numbers
- apply the principles of probability
- understand estimation and decimal place value
- graph on the coordinate plane
- use and apply order of operations
- develop geometric vocabulary and skills
- and much more!

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1 Four in a Row.....	10
<p>Chess-like strategy characterizes this highly engaging game that helps children practice multiplication. Activity masters include positive and negative whole numbers, fractions, decimals, percents, and algebraic terms. Your students will want to play this one again and again.</p>	

<b>2 Tax Collector .....</b>	<b>22</b>
<p>This is a fun activity that reinforces factor concepts such as “prime” and “composite” as it pits the student taxpayers against you, the tax collector. Since the game goes quickly, it can be used as a beginning or end-of-class filler. However, if you try to put the game aside, the taxpayers may revolt and demand that you keep playing until they beat you.</p>	
<b>3 Triple Sums .....</b>	<b>28</b>
<p>Reinforce addition of positive and negative numbers while helping students develop an understanding of probability concepts. Problem solving and strategy help students acquire critical thinking skills as they plan their strategy. Games are quick, so they make a great warm up or end of class filler.</p>	
<b>4 Streets and Alleys .....</b>	<b>34</b>
<p>If you want a simple game that has a wide grade level appeal, this is a top candidate! Students will find sums using positive or negative numbers, decimals, or algebraic terms. Vary the size of the game board to extend practice time. Try one of the variations to make the game even more interesting.</p>	
<b>5 Target Practice .....</b>	<b>44</b>
<p>This can be a quick game or a full lesson. Students effortlessly develop an understanding of decimal place value, number magnitude, and proportional reasoning. You can vary the complexity to adjust to the skill level of your class. Students can also work with integer division and develop a sense of irrational numbers.</p>	
<b>6 Treasure Hunt .....</b>	<b>46</b>
<p>Students will so enjoy this engaging activity they won’t realize they are learning about coordinate graphing. Moving the “buck” allows you to teach graphing in the first quadrant or in all four. You can even rotate the buck so students can practice working with slope and reciprocals.</p>	
<b>7 Neighbors .....</b>	<b>54</b>
<p>Students will enjoy competing against the teacher or one another in this activity that richly develops number sense and operations. They will learn to apply order of operations and put square roots, exponents, and factorials to use. Once they learn the game, they will enjoy playing it in pairs or teams.</p>	
<b>8 Sweep .....</b>	<b>60</b>
<p>Students will score points for creating complex problems. This activity will work with students of all ability levels while it encourages them to improve the sophistication of their math skills. This game can be played with the whole class, or pairs of students can play independently.</p>	

9 Pins and Posts ..... 64

This is a thought-provoking game that helps students build their understanding of the properties of polygons while promoting the use of geometric vocabulary. Each problem has many solutions, and students will be challenged to improve their score by improving their geometry skills.

10 Math Bingo ..... 70

Here's a motivating way for students to practice order of operations in a game context. Students of varying abilities automatically adapt the game to their skill level, making the game fair for the entire class. You can create many variations of the game to create opportunities to drill your students without boring them.

11 Ultimate Bingo ..... 82

Looking for a quick and ready lesson plan? Want an activity that will hold your students' interest while challenging them and developing their skills? How about a game that is completely adaptable to whatever grade level or whatever mathematical concept you teach? Here it is!

12 The Ultimate Game ..... 107

It's not called the Ultimate Game just because it comes last. It requires no preparation, works with any size class, with uneven teams, and requires no materials. It can be played anytime, in any subject, at a moment's notice. It's fast-paced and encourages the simultaneous participation of all students. Subtle rules help to keep the game orderly and the score close. What more could we ask of a game?

Spinner Masters..... 115