

Math Game Suggestions for Fluency Practice

These games can be used to practice any addition/subtraction number bonds/ fact families.

I will describe how to do the 10 family with them, but you can make adjustments to review any fact family.

Partner or small group practice

Concentration:

From a deck of playing cards, take out and use one ACE, 2, 3, 4, 5, 6, 7, 8, 9, and two 10s. Shuffle them and place them face down, four in a row. The objective is to turn over numbers that add up to 10. If successful, the player keeps the cards. If not, they are turned back over and the other player goes. If a player turns over a single 10, he or she can also keep that. At the end, the player with the most cards wins. (If you use this to review fact families with only a few combinations, you might want to use 2 of each card and 4 of the highest card. For example, for families of 5, you would use 2 Aces, 2s, 3s, 4s, and four 5s.)

Variation for any type of math fact:

On index cards, write math facts. Create a matching card for each, with the correct answer. Shuffle all the cards and place them face down. The players match the math fact and the answer in order to pick up the cards. This works for any type of math fact.

Chip Equations:

On a large sheet of construction paper, with marker, write the following:

○	+	○	=	10
○	+	○	=	10
○	+	○	=	10
○	+	○	=	10
○	+	○	=	10

On poker chips or checkers write the numbers 1 to 9 (for families of 10) and put them in a bag. The first player draws a chip from the bag and places it in a circle. The next player draws. If he/she draws the number partner that adds up to 10, he or she places it in

the other circle and picks up both chips. If the player draws a number that is not a partner with the first one, he or she starts a new addition sentence by placing it in a circle in a different row. If this occurs, the third turn provides the opportunity to complete either number sentence or begin another new one, and so on. When the bag is empty, the player with the most chips wins.

This can be modified for number pairs that total a different number or for multiplication facts.

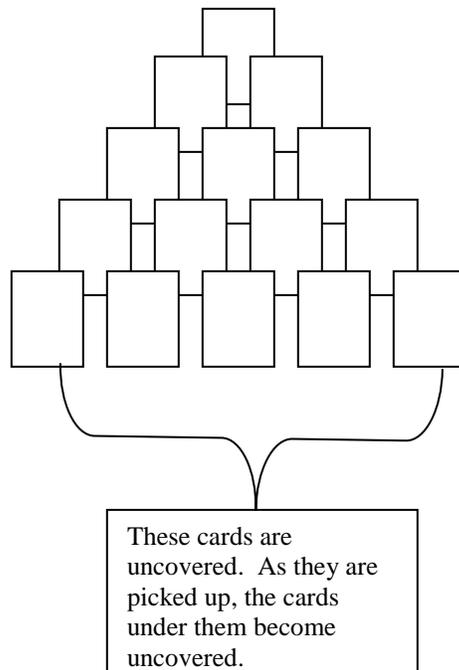
Go Fish:

Use a deck of cards with the face cards removed. Play as usual except that instead of trying to match cards, the goal is to collect number partners that add up to 10.

Individual Practice

Pyramid Solitaire:

Use a deck of cards with the faces removed. Shuffle the deck and lay out 15 cards in a pyramid pattern with one at the top and 5 at the bottom. Each new layer should slightly overlap the layer above it. Place the rest of the cards face down. The goal is to pick up cards that are UNCOVERED, which add up to 10. The player turns over the first card from the drawing pile and looks at the bottom row of the pyramid to see if there is a partner there that adds up to 10. If so, the player picks up the partner and puts it with the drawn card. If not, the drawn card is discarded. Then another card is drawn and play continues. As cards are picked up, cards higher up the pyramid will become uncovered. It is also permitted to pick up TWO uncovered cards from the pyramid that add up to 10 without using a card from the drawing pile. The player has won if he/she is able to pick up all the cards from the pyramid by the time he/she runs out of drawing cards.



Simple “Drill” Approaches

1. Go through flashcards with your child, placing the ones he/she can answer quickly into one pile and those with which he/she struggles in a separate pile.
2. Pick up the pile of facts that were challenging and go through them together, reviewing the answers.
3. Using just the cards in that pile repeat step # 1. This will result in two piles once again.
4. Repeat step # 2 with the new pile of challenging facts.
5. Continue the cycle until there are no cards left in a “challenging” pile.
6. Go through the entire set one more time.

**Your child can do this drill alone if you put the answers on the reverse sides of the cards to make it self-checking. This enables your child to practice while in the car and at various other times when you are not able to work with him/her.*

For facts that your child continues to struggle to recall, try some of these methods to provide repeated exposure and include multiple senses. Concentrate on one fact until it is learned and then move on to another.

- Pick a bright color to write it, along with the answer, on an index card or sticky note. Make several copies and post them in key locations around the house. Examples: on the bedroom or bathroom mirror; at your child’s seat at the table; on the door he/she uses to leave the house most often, etc. Get your child in the habit of looking at and saying the fact every time he/she encounters it. When trying to recall it in school, your child can close his/her eyes and try to visualize the colorful fact in order to “see” the answer in his/her mind.
- Turn the fact into a chant and keep practicing it!
- “Sky write” the fact in the air. This involves pretending to write the fact, in large letters, in the sky while saying it. Do this several times a day until it is mastered.
- “Dribble and Shoot” the fact. Bounce an imaginary basketball while saying each part of the fact and then shoot the imaginary ball when saying the answer. E.g.: 6 (bounce on 6) times (bounce on “times”) 3 (bounce on 3) equals (bounce on “equals”) 18 (shoot on 18).

Online Practice

<http://www.mathfactspro.com/mathfluencygame.html#/smart-math-fluency-game>

http://www.mathplayground.com/index_addition_subtraction.html

<http://www.funbrain.com/math/>

http://www.harcourtschool.com/activity/thats_a_fact/english_4_6.html

<http://www.playkidsgames.com/games/apples/savetheApples.htm>

<http://members.learningplanet.com/act/mayhem/free.asp>

Addition and Subtraction

<http://www.oswego.org/ocsd-web/games/Mathmagician/math sadd.html>

<http://www.oswego.org/ocsd-web/games/Mathmagician/mathssub.html>

Multiplication and Division

<http://www.oswego.org/ocsd-web/games/Mathmagician/mathsmulti.html>

<http://www.oswego.org/ocsd-web/games/Mathmagician/mathdiv.html>

<http://www.multiplication.com/games/play/bonk-mole>

Additional Ideas:

<http://www.mathwire.com/numbersense/bfacts.html>