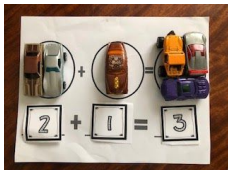
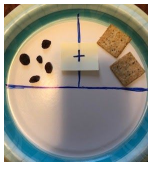
Fun Math Games for Addition and Subtraction Review!

Inside Games:

Addition Card Math:  Use a deck of cards (2-4 players)(remove face cards). Each player picks up two cards. They then add the two numbers together and give their answer. If they get the sum correct, they get to keep their cards. If they don't, they have to put their cards back to the bottom of the pile. The player with the most cards at the end wins!

Addition Mat Fun:  Use an addition mat and number cards to build number sentences using everyday objects such as food, toys, blocks, or things found in nature.

Create an Addition Machine:  Create an addition machine using a shoe box (or any box) and two paper tubes or cups with the bottoms cut out. Have your child roll two dice and then use the machine to work out the answer by putting balls/counters through the cups or tubes to add the two numbers together.

Paper Plate Addition Fun:  Use a sectioned paper plate or draw lines to divide a plate into three sections. Then use snack food or small objects to practice solving equations. Kids can count objects into different sections and move them to find the answer. This models the addition "part-part-whole" strategy.

Painted Number Rocks:  Paint rocks with numbers to ten and the "equal," "plus," and "minus" signs. (or use a sharpie marker to write on the rocks.) Have your child help you make these. You can then use them to make equations or hide them

inside or outside for a math scavenger hunt. Have your child make different equations with the rocks they find.

Lego Math:  Begin with a large handful of LEGO blocks. Ask your child questions such as, "How many yellow and green blocks are there altogether?" Or, "Can you find a color combination of blocks that equals 8?" To help them move past counting each block individually, build some towers to create sets. Then ask your child if they can find the sum of two sets. When you're ready to practice subtraction, simply challenge your child with subtraction questions instead of addition. For example, give them a handful of blocks and say, "If I take away all the blue blocks, how many do you have left?" You can also build lego towers to practice adding to ten and subtracting from ten.

Tactile Equations:  Place a dollop of shaving cream (you can also use fingerpaint, whip cream, or pudding) on a table or mat. Have your child solve addition and subtraction equations by "writing" in the cream. You can also write equations using chalk on the pavement or on the sand at the beach.

Throw Snowballs to Make Ten:  Make "snowballs" from paper (or any way you like), then place them in a bucket at one end of the room. Start your child out by having them toss snowballs into another bucket until they reach 10 (or any target number). Then, up the challenge by placing some snowballs in each bucket, and have your child figure out how many more they need to toss in to make 10.

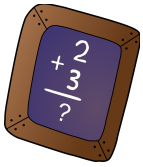
Twister Math:  Stick labels with numbers to ten onto the circles of a Twister mat. (or yoga mat.) Give your child an addition or subtraction equation, such as "2 + 3 = ?". Have your child place his or her hand or foot on the correct answer.

Squish Addition:  Use a set of dice and play doh for this game. Roll the first die and write down the number. Make that number of play doh balls. Next, roll the second die and write down the second number. Make that number of play doh balls. Add the two numbers together by squishing each play doh ball and counting. Then write the answer to your number sentence.

Play Math Jenga:  Using Jenga blocks (or other stackable blocks), write simple addition or subtraction equations on sticky labels. Stick the equations to the

end of each block. Played just like Jenga, (try to pull out a single block without knocking down your block tower). However, your child must work out the answer to each problem before they can attempt to remove the block.

Math Bowling:  Set up ten empty plastic bottles or cups for bowling pins. Roll a ball to see how many you can knock down. Add up the number of knocked-over bottles. Then determine how many bottles are left standing by subtracting the number of bottles knocked down from ten.

Flashcard Race or Obstacle Course: 

Tape a series of math flashcards to the floor and challenge kids to see who can correctly make their way from start to finish the fastest. They can call out the answers or write them down, but they have to get it right before they move on. Kids can race side by side, or work independently to beat their own best time.

Outdoor Games:

Number Line Fun:  Draw a number line on the pavement with chalk. Mark off the numbers 1 to 25. Call out a number. Have your child add another number to it by walking that many steps up the number line. You can also practice subtraction by walking backwards on the line or practice skip-counting by skipping over numbers.

Fire Hose Math Fun:  Use chalk to write the answers to math addition or subtraction facts to ten on the pavement. Draw pretend "flames" around the numbers. Ask your child a basic math fact, such as "3 + 2 = ?" Have them use a squirter or spray bottle to "put out" the correct answer.

Bouncing Sums:  Cover a beach ball with numbers (use a permanent marker or sticky labels). Toss the ball to your child and have them call out the number that their right thumb touches. Your child then tosses the ball to another family member, who does the same. Have your child determine the sum by adding the second number to the first.

Count and Add Nature Walk.  Take an outdoor nature walk and practice basic addition along the way. For example, "I see five red flowers and three white

flowers -- how many flowers are there altogether?" This works indoors too; walk around your home and count and add doors, windows, toys, furniture, etc.

Skip Count Hopscotch:  Use chalk to draw a hopscotch board. Try it for addition, subtraction, and skip counting: kids hop along counting by 2s and 5s.

Design an Outdoor Board Game:  Draw a winding path with chalk and fill the spaces with addition and subtraction equations. Kids roll a set of dice and move from space to space (have them jump, skip, or twirl to mix things up). If they get the answer right, they move to the new space. If not, their turn is over.