



# Math-Fact Fever

You've just struck it rich! Check out this treasure trove of games and activities that are perfect for reinforcing basic math facts.

## Sock-Hop Math

This fun game helps students practice addition "ore" subtraction facts to nine. To prepare, use a permanent marker to repeatedly program each of two bedsheets with numerals from zero to nine. Position the sheets side by side on the classroom floor to create one large playing area. Divide students into two groups. Have the members of each group stand in their stocking feet on opposite sides of the playing area, facing each other. Give red construction paper squares to the members of one group. Give blue construction paper squares to the members of the other group.

Begin play by calling out a math fact. Each student calculates the answer, then attempts to locate and stand on that answer in the playing area. Since only one student may occupy a numeral, students who do not locate the appropriate numeral return to the sidelines. When the activity has subsided, call out the answer. If a student is standing on the right answer, he holds up his construction paper square. The team that holds up the most construction paper squares earns one point. Then have all students return to the sidelines and begin another round of play.

Kristin McLaughlin—Substitute Teacher  
Boyerstown Area School District  
Boyerstown, PA



5	4	6	
7	5	4	
1	6	9	
0	3	2	0

## Basic Fact Tic-Tac-Toe

Who would guess that playing tic-tac-toe could reinforce basic fact knowledge? To play this partner game, a twosome needs two pencils, two dice, and a duplicated gameboard. To make a gameboard, draw four or more blank tic-tac-toe grids on a sheet of paper; then program each grid with nine fact answers that can be derived by adding, subtracting, or multiplying the numbers on a pair of dice. (For example, to reinforce addition, only answers from 2 through 12 would be suitable.) Add a title and number each grid; then duplicate the completed gameboard. To play a game of addition tic-tac-toe, one partner rolls the dice and determines the sum of the numbers shown. If the answer is on the appropriate tic-tac-toe grid, he draws his assigned symbol (*X* or *O*) atop it and his turn is over. If the answer is not on the grid, the player's turn is over. Play alternates back and forth in this manner until the game is completed. A player earns a point for each game he wins. If the game is a draw, both players earn a point.

Laurie Albanos—Gr. 3, Powers Ferry Elementary School, Marietta, GA

Names: John D. & Ting

### Addition Tic-Tac-Toe

#### Game #1

2	9	12
4	6	10
11	8	5

#### Game #3

2	12	7
8	4	10
6	9	5

#### Game #2

9	7	2
4	8	11
12	3	6

#### Game #4

10	4	7
9	5	2
6	3	11



## Make Ten

Deal up some fun with this addition game for four players. Before play begins, remove all face cards from a deck of playing cards. One player deals five cards to each player. Then he lays one card faceup on the playing surface (*discard pile*) and stacks the rest of the cards facedown (*chance pile*). The object of the game is to make sums of ten. Aces are worth one point each.

The player to the left of the dealer takes his turn first. This player checks his hand for sums of ten. If the player has card(s) that total ten, he lays them faceup on the playing surface in front of him, then discards one card from his hand and his turn is over. If a player has no cards to lay down, he takes the top card from the discard pile or the chance pile. If this new card creates a sum of ten, he lays down the appropriate card(s); then he discards one card from his playing hand. If he has no cards to lay down, he simply discards one card from his hand. The winner of the game is the first player to have no cards at the end of his turn.

Judy Bauer, Burton Elementary School  
Huntington Woods, MI

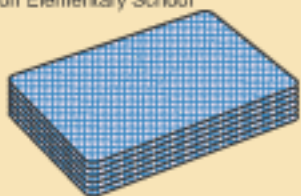


## Card-Game Challenge

Hit pay dirt with this five-player card game! Explain that each player's goal is to have the highest value of cards in her hand when the round is over. (Face cards are worth ten points and aces are worth one point.) To begin, one player deals four cards to each player. Then she lays one card faceup on the playing surface (*discard pile*) and stacks the rest of the cards facedown (*chance pile*).

The player to the left of the dealer takes her turn first. This player identifies the card in her hand that has the lowest value. She then has three choices: 1) She may pass, which means she likes all of her cards. 2) She may take the top card in the discard pile, then discard a card of lesser value. 3) She may take the top card in the chance pile and then discard the lowest card in her hand. After all players have taken their turns, each player adds up the numbers on her cards. The player with the largest sum earns a point for the round. Play continues in this manner for a desired number of rounds. The player with the most points at the end of the game wins.

Doris M. Hautala—Gr. 3, Washington Elementary School  
Ely, MN



## Sum It Up

This small-group addition game is a "lode" of fun! Before play begins, remove the face cards and aces from a deck of playing cards; then stack the remaining cards facedown on a playing surface. To play, the first of four players selects three playing cards from the pile, turns them over, and adds the numbers printed on the cards. He announces his answer to the group, and the other players verify his calculations. To complete the round, the remaining players repeat this process. At the end of the round, students determine which player had the highest sum and which player had the lowest sum. Play continues for as many rounds as desired. As students become more proficient, challenge them to select four, five, or six cards from the pile and add the numbers together.

Jill VanDerveer—Gr. 1, Rockland Elementary, Libertyville, IL

