

Math Outside the Book

Nancy Bjorkman



Heppner's Legacy Homeschool Resources - www.legacyhomeschool.com
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Why Games?

- *Make math real and meaningful*
- *Avoid problems with “word problems”*
- *Relationships*
- *Sportsmanship*

Working together with your curriculum

Understanding Numbers:

- *Number Boards, Hundred Boards*, Dominoes, & UNO Cards*
- *Trip to Grandma's*
- *Linking Cubes and Teddy Bears*
- *Race to 100**
- *Inchworm Number Line**
- *Bean Sticks for Base 10*
- *Dice Games*

Attacking Addition Facts!

- *Two Card War, “Uno” cards*
- *“Flip”*
- *“Stack”*
- *10*
- *To 12 and Back**
- *Cover Up**
- *Flash Cards*

Mastering Multiplication Facts!

- *The Graph Game**
- *Multiplication Chart**
- *Bathroom Mirrors / Bedroom Ceilings*
- *X3 – X9 Board Games**
- *5 in a Row**
- *Uncle Randy's Games**

Taking it one step further!

- *Target*
- *SMATH*
- *Fraction Circles*

Money!

- *Menu Math**
- *Grocery Cart Math*
- *Moneywise Kid\$*

Strategy Games You Can Make or Buy:

- **Backgammon** – A roll of the dice can change the outcome, but strategy plays a big part in who wins. Rules: <http://www.bkqm.com/rules.html>
- **Chess/Checkers** – No one ever grows out of these strategy games!
- **Cribbage** – A classic card game with LOTS of addition and decision making. Rules: http://www.cribbage.ca/crib_description_en.htm
- **Fifth Gear** – Addition facts, strategy, and the fascination of connecting gears make this game a winner.
- **Mancala** – All you need is a 12 count egg carton and beans or counters. Rules: <http://cardgamerules.net/mancala-rules/>
- **Mastermind** – The ultimate code-breaking game for two players. Ages 8+
- **Othello** – Played on an 8x8 board just like checkers and chess. The trick is to have 64 playing pieces with one color on each side. Make your own with wood, cardboard or paper pieces. Rules: <http://www.wikihow.com/Play-Othello>
- **Pente** – Strategy for ages 7-107! Rules: <http://www.pente.org/help/helpWindow.jsp?file=playGameRules>
- **RACK-O** – Use mental strategy to make decisions as you draw and discard trying to get all 10 of your cards in 'less than' to 'greater than' order. A classic even for young players!
- **SMATH** – Like Scrabble with numbers and operation signs. A great way to create equations for beginners or those learning the order of operations.

Some of my favorites, surely not exhaustive, list of fun math resources:

- [Math Games Galore!](#), by Nancy Bjorkman, This binder of resources includes boards and instructions for 30+ games for Preschool-6th grades. See below for ordering details.
- [Math Games Galore Expansion Pack](#), by Nancy Bjorkman – This binder ready zipper pouch contains all of the tools you might use for Math Games Galore. Includes 3 kinds of dice, playing cards, bean sticks, centimeter cubes, flip cards.
- [Games for Math](#), by Peggy Kaye, Pantheon Books, 1988 – Great math ideas for K-3
- [Hi Ho Cherry-O](#) – A perfect game of counting and understanding numbers. Just right for our little learners.
- [Quick Pix](#) – Matching games for addition, multiplication, or money
- [Robot Turtles](#) or [Code Master](#) – Learn programming principles through games
- [Audio Memory Math Songs](#) – Addition, Subtraction, Multiplication, Division
- [Memory Triggers](#) – A great little book with catchy ways to remember math terms like “sum”, “difference”, “decade”, etc.
- [Times Tales](#), by Jennie von Eggers, Trigger Memory Systems – Wow! Finally a great story based, visual way to learn the upper times tables 3’s through 9’s with NO pain! Mnemonic aids help children remember the facts. Games and activities for reinforcement included.
- [One Hundred Sheep](#) – CD & booklet of songs that reinforce counting for numbers 2-10. Songs are based on stories from the Gospels. Kindergarten – 4th
- [Math Mosaics](#) from Mind Benders – Treasure hunts and color by number puzzles help kids practice simple arithmetic equations. Addition, Subtraction, Multiplication, Division, Decimals, Fractions, Algebra
- [Math Wrap Ups](#) – Wrap the string to answer the math fact questions. Self-checking!
- [Fraction Circles & Discs](#) – Use these manipulatives to understand the relationship and operations for fractions, decimals, percents, degrees, and time. Great tools for the hands-on learner.
- [Logic Links](#) – This game uses a series of clues to instruct a player where to place colored chips to solve the puzzle, requiring deductive reasoning--and determination!
- [Rush Hour](#), [Rush Hour Jr.](#), & [TipOver](#) games – Single player game using deductive reasoning and sequencing. Rush Hour is 2 dimensional while TipOver is 3 dimensional fun!
- [Mind Benders](#) – Deductive thinking puzzles that develop the logic, reading comprehension, and mental organizational skills vital to achieving high grades and top test scores in all subjects. Grades 3+
- [Logic Safari and Logic Countdown](#) Logic Books by Bonnie Risby, come in all levels and teach great basic concepts in Logic. Grades 1 and up.

* Black line masters available in "[Math Games Galore!](#)" – Included are game boards and instructions for 30+ games.

For information or to order contact:

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