**Numeracy Activities**

1. **Domino Number Train**

Supplies Needed: Set of dominoes or make some with cardstock, scissors, marker (the correct dot pattern for each number can be easily found online).

Play a game of dominoes: Each player starts off with their own domino. Pulling from a pile, each time there is a match the domino is placed on the train. If it isn’t a match put it back. As an extra challenge have your child say aloud the number of dots on the domino (hopefully they will become so comfortable with this they can recognize the pattern without counting the actual dots) and print the corresponding numeral on a separate piece of paper. Once all the dominos are used the player with the longest train wins!

2. **Guess If You Can**

Supplies Needed: Paper, pencil.

Have your child think of a number between a stated range of numbers (example 1-20), Have your child write the number down, but do not show you the number. Child gives you a clue about the number (“I am thinking of a number between 1 and 20). Then try and guess the number asking questions about it.  Example questions:

                                   i.      Is the number odd?

                                  ii.      Is the number even?

                                 iii.      Does the number have a group of ten in it?

                                 iv.      Can you reach the number by counting by twos?

                                  v.      Can you reach the number by counting by fives?

                                 vi.      Are there (state number here) ones in it? (Example: 12 has 2 ones in it). Play until the correct number is guessed. Then switch roles and play again!

3. **More or Less**

Supplies Needed: One coin, number cards, paper, & pencil.

·Play a card game with your child where each of you will draw a card. Compare your cards to see who wins that round. Before you begin, flip the coin and call "heads" or "tails" to see if the winner of each round will be the person with a greater value card (heads) or a smaller value card (tails). To begin the game, divide the cards evenly between the two players. Place the cards face down. Each player turns over one card at a time and compares: Is mine more or less? How many more? How many less? The player with the greater or smaller value card (depending on whether heads or tails was tossed) takes both cards. The winner of the game is the player with more cards when all the cards are gone from the stack. For an extra challenge play the same activity with each player pulling two cards and adding them. Which sum is more? How much more? How much less?

4. **Number Concentration** Create number cards (one card should be the numeral and the other card should be something different-ie-a picture of the number, two numbers that add to make the number).  Place cards face down in a memory game format.  Players take turns flipping over two cards to try and make a match.

5. **Race to 20**

Create a 20’s chart on a piece of paper (draw 20 squares in a grid format and put a number in each square from 1-20).  Player 1 rolls 2 dice and adds (or counts) the dots.  Player 1 colors the number their dots add up to.  Player 2 repeats.  First player to 20 wins.  Can be revised to Race to 50, Race to 100, etc.

6. **Number War** Remove the face cards from a deck of cards.  Shuffle the cards and deal the cards evenly between the two players.  Each player flips over their top card at the same time.  The player with the highest number takes both cards.  If the same number is flipped over by both players, there’s war (each player must flip over a second card to determine who has the highest number).

7. **Subitizing Videos on YouTube**: Students are expected to recognize arrangements of dots/items representing numbers and these videos are a great way to practice that skill.

<https://www.youtube.com/watch?v=wZVeT6_ZIm0>

<https://www.youtube.com/watch?v=_dVqV5ZEhSc>

<https://www.youtube.com/watch?v=3UYn0w-uhZg>

8. **Math Fact Drills** In the vehicle driving or anywhere/anytime you have a few minutes, ask your child their facts (i.e. doubles, friends of ten, near doubles ). There’s nothing wrong with drilling to help those facts become automatic recall for your child.

9. **Addition or Subtraction Tic Tac Toe** Draw a tic tac toe board and fill it in with addition and/or subtraction questions. The first person to solve three in a row wins.

10.  **Spill, Estimate and Count** Put any small items you may have (coins, beans, paper clips, etc) into a cup. Ask the child to shake it and spill the contents onto the table. Have child estimate how many and then count the items and compare it to the estimate.

11. **Go Fish (Two Ways to Play) A)** Use a deck of cards. Deal each player (2-4 players) six cards.  Spread the remainder of the deck out on the table, face-down. If you have any pairs in your hand, place them down on the table beside you, face-up. Take turns asking for the cards that you have left in your hand in hopes of making a pair. Once a pair is made, you place it with the other face-up cards you have and go again. If you ask for a card and the other player doesn’t have, go fish a card from the pile of face-down cards. Play continues until there are no cards left face down nor in players’ hands. The winner is the person who has the most cards down (pairs you placed face-up beside you). **B)** Place a quantity of items (can be anything) in a pile on a flat surface. Roll 1, 2, or 3 dice (the more dice you use, the greater the challenge) and fish out that many items from the pile of items.  Take turns until all items are gone. Whoever has the most items is the winner.

**12. Making Tens** Supplies: deck of number cards with Wilds removed. How to Play: The object of the game is to make the most combinations of 10. The first player turns over 7 cards.  The player makes as many tens as possible.  Each combination of 10 is worth 1 point.  Record the total on a score sheet.  Remaining cards are placed in the discard pile. Players reverse roles.  The winner is the person who has the highest number of points when the cards are gone.

**13. Math Snap** Supplies: deck of number cards with Wilds removed. How to Play: All cards are dealt face-down to the players.  Each player in turn flips the top card from his pile and starts a second, face-up pile next to his face-down pile. This process continues one by one for each player going around the table. All players race to yell "Snap!" when any player turns up a card that is one more or one less than a card that is already face up on another player's pile. The first person to yell "Snap!" gets to add the two piles under the matching cards (including the matching cards) to the bottom of her face-down pile. The winner is the player with the most cards after a set period of time or the player who ends up with all the cards. Example: A 7 is placed on the pile and then another player discards an 8.  A player may yell “Snap!” and claim all the cards in both piles. If an 8 was on the pile and a 7 was discarded then the pile of cards could also be Snapped. Advanced Version Challenge students by playing +/-2, +/- 3, etc.

**14. Up And Down**

Players: 2-4

Skill: ordering single digit numbers supplies: deck of number cards. How to Play: Each player is dealt four cards face-up.  The remaining cards are placed in a pack in the middle of the player area.  The top card from the stack is turned face-up as a discard pile. The goal is to be the first player to arrange his cards in either ascending or descending order.  This does not necessarily mean consecutive order (4,5,6,7).  It could be 2,5,6, and 9.Cards cannot be rearranged—only exchanged. Starting with the player to the dealer’s left, each player draws a card from the top of the deck or takes the top card from the discard pile. He may exchange one of his four cards for the new card.  The card which is exchanged is placed into a discard pile.  Players must draw and discard on each turn.

The first player to arrange his cards in order is the winner of that round.  The winner receives a point.  The first player to accumulate five points is the winner of the game

15. **ZAP!**

Players: 2-4

Skill: addition to 12. Supplies: deck of number cards, 2 dice How to Play: Each player is dealt seven cards. The remainder of the deck is placed face down in thecenter of the playing area. The first player rolls the two dice and adds together the numbers represented on them. Ifthe player has that number among the cards in hand, he places down the card or cards. For example: If the dice total is 11, then the player might place down a combination of cards that adds up to 11 (a 6 and a 5, for example, or a 3, 4 and 4). If the player does not have that number, he says ZAP! Whenever a player calls out ZAP!, that signals the other players to place down their card(s) that add up to the total on the dice. Any player can put down their card(s), but only the first player to finish placing down their card(s) is allowed to keep them down. Other players must return their card(s) to their hands. The roller always draws one more card after his turn is over. Players who participate in the ZAP! round do not pick up another card.