

Math Matters

Ray and Jodie Kauffman
Purchase Line School District

Why we did it

- Great way to reinforce math skills taught
- Good for reviewing difficult math topics
- Excellent review for PSSA's
- Helped teachers observe students in different setting
- FUN!!!

What we did

- Carnival game-type setup
- Two volunteers per station
- Classes rotated each period throughout the school day
- Classes divided into four stations

Teachers are excellent resources

- What are they working on?
- What areas do the students need extra help in?
- Any ideas or suggestions?

Other Ideas

- Evening event
- Mathnasium
- Parent/Child Game Night
- Send-home packets

WEBSITES FOR TOOLS AND IDEAS

- www.coolmath4kids.com – Great online games
- www.AAAmath.com – Online activities and lessons
- www.ixl.com – Lists math skills according to grade levels and sample topic questions
- www.elementarymathgames.net – Online games and printable worksheets
- www.aplusmath.com – Nice games, printable flashcards and worksheets
- www.apples4theteacher.com – Online games, activity ideas and blank charts

Books

- 10 for Dinner by Jo Ellen Bogart
- Dinner at the Panda Palace by Stephanie Calmenson
- Inch by Inch by Leo Lionni
- 26 Letters and 99 cents by Tana Hoban
- Hop on Pop by Dr. Seuss
- Too Many Pumpkins by Linda White
- How Much is a Million? by David M. Schwartz

Let's Play!

- Sink or Swim
- Dribble Down the Court
- Hop to the Pond
- Alien Measurement
- Leaf Patterns/Snowman Math
- 1 to 12 and Back
- The Bigger the Better
- Subtraction Action

Wrap up

Questions/Comments:

Contact info: jodkauffman@yahoo.com
814-277-5530



SINK OR SWIM

Skills

Addition, subtraction, multiplication, recognizing odd and even numbers, mental math

Materials Needed

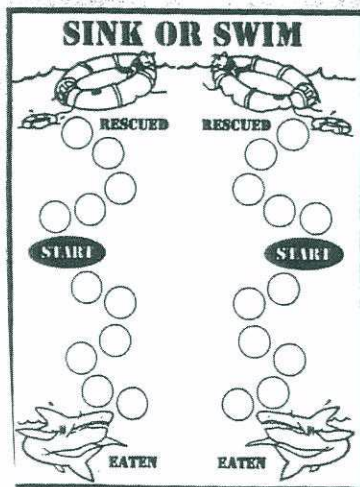
- *Sink or Swim* gameboard
- 1 marker for each player
- 1 pair of dice (page 97)
- Calculator (optional)

Object of Game

To reach one of the ends

Number of Players

Two



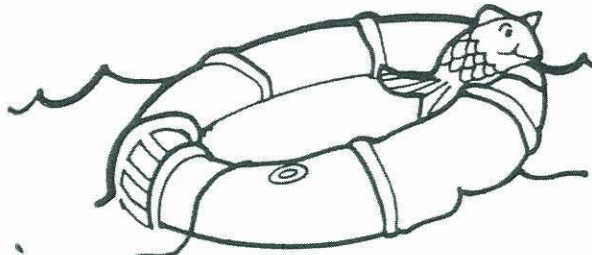
The Game

Two divers are diving for buried treasure. Their tanks begin to run low on air. See which diver is the first to either sink and be eaten or swim and be rescued.

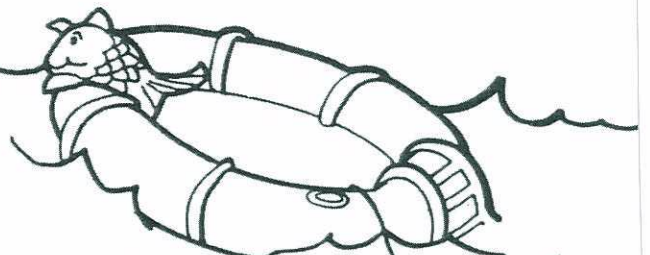
How to Play:

1. Each player puts his/her marker on a START circle.
2. Player A rolls the dice and either adds, subtracts or multiplies the two numbers.
3. If the answer is an odd number, the player moves one space toward the shark.
4. If the answer is an even number, the player moves one space toward the life raft.
5. Player B takes his/her turn.
6. Players alternate turns until one player reaches either the life raft or the shark. Then points are scored:
 - A player reaching the life raft first earns 5 points.
 - A player reaching the shark first earns 3 points.
7. Play as many games as you can in 10 minutes. The player with the greatest number of points is the winner.

SINK OR SWIM



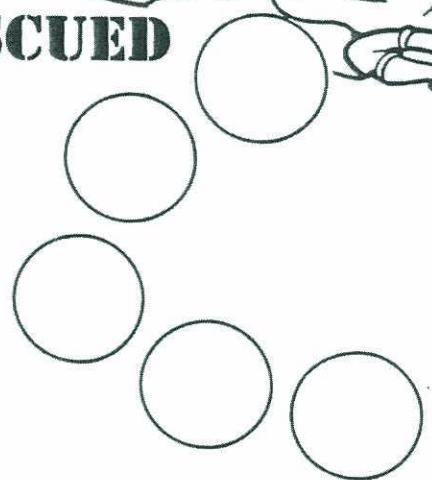
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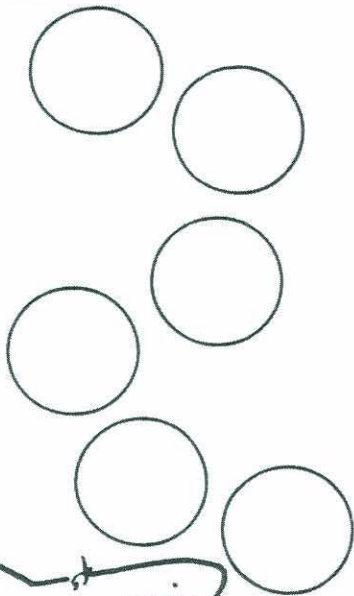
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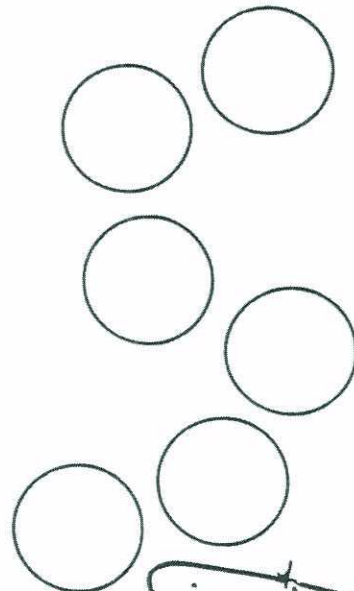
START



START



EATEN



EATEN