

10 Engaging Math Games for Kids

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1st - 8th Grade

1 Use Prodigy

Age Range: 1st - 8th Grades

Sign up for Prodigy — a free, curriculum-aligned math video game — to engage your class as you reinforce lesson content and essential skills. It borrows elements from role-playing games (RPGs) such as Pokemon, as players compete in math duels against in-game characters. To win, they must answer sets of questions. As a teacher, you can customize these questions to supplement class material. The game also uses adaptive learning and differentiated instruction principles to adjust content, addressing each student's trouble spots.



Age Range: 3rd - 8th Grades

2 Math Baseball



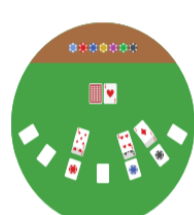
Divide your class into two teams to play math baseball — another activity that gives you full control over the questions that students answer.

One team will start at bat, scoring runs by choosing questions worth one, two or three bases. You'll "pitch" the questions, which range in difficulty depending on how many bases they're worth. If the at-bat team answers incorrectly, the defending team can respond correctly to earn an out. After three outs, switch sides. Play until one team hits 10 runs.



3 Math Facts Bingo

Age Range: 3rd - 6th Grades



Make fact fluency drills engaging by playing this version of bingo.

First, create bingo cards that contain answers to different multiplication tables. Second, hand them out to students and make sure they have a separate sheet for calculations. Finally, instead of calling numbers, state equations such as 8×7 . After determining the product is 56, they can check off the number if it's on their cards.

Age Range: 2nd - 6th Grades

4 101 and Out



As the name implies, the goal is to score as close to 101 points as possible without going over. You need to divide your class in half, giving each group a die along with paper and a pencil. Groups take turns rolling the die, strategizing to count the number at face value or multiply it by 10. For example, students who roll a six can keep that number or turn it into 60. This game quickly grows competitive, boosting the excitement level in your math class.



5 Math Tic-Tac-Toe

Age Range: 1st - 8th Grades

Pair students to compete against one another while practicing different math skills in this take on tic-tac-toe.

Prepare by dividing a sheet into squares — three vertical by three horizontal. Don't leave them blank. Instead, fill the boxes with questions that test different abilities. The first one to link three Xs or Os — by correctly answering questions — wins. You can use this game as a learning station, refreshing prerequisite skills in preparation for new content.

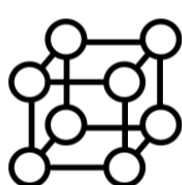
Age Range: 2nd - 3rd Grades

6 Simon Says: Geometry



Appeal to kinesthetic learners by playing this version of Simon Says and, in the process, improve their understanding of basic geometry.

As Simon, all your commands should require students to illustrate angles and shapes by moving their arms. For example, ask them to make angles of varying degrees as well as parallel and perpendicular lines. Continuously speed up your commands — and change if they come from Simon or not — until only one student remains and is the winner.



7 Initials

Age Range: 3rd - 8th Grades



Add a game-like spin to content reviews by playing Initials.

Hand out a unique sheet to each student with problems aligned to a common skill or topic. Instead of focusing on their own sheets, students walk around the room to solve questions on their classmates'. But there's catch. A student can only complete one question per sheet, signing his or her initials beside the answer. Working together to reach an individual yet joint goal, students should build trust and teamwork.

Age Range: 3rd to 8th Grades

8 Jeopardy



Transform this famous game show to focus on your latest skill or unit, preparing students for a quiz or test.

Setup involves attaching pockets to a bristol board, dividing them into columns and rows. Each column should focus on a specific topic, whereas each row should have a point value — 200, 400, 600, 800 and 1,000. A team can ask for a question from any pocket, but other teams can answer first by solving the problem and raising their hands. Once the class answered all questions, the team with highest point total claims the prize you provide.

9 National Library of Virtual Manipulatives

Age Range: 1st Grade and Up

Have students visit the online National Library of Virtual Manipulatives to access activities that involve digital objects such as coins and blocks.

Created by Utah State University, the online library's goal is to engage students. It does so by giving teachers activities to provide, as there are manipulation tasks targeted to students at every grade level. For example, a 6th grade geometry activity involves using geoboards to illustrate area, perimeter and rational number concepts. Ideal for classes with one-to-one device use, you can also use the website as its own learning station.



Age Range: 3rd - 8th Grades

10 Around the Block



Play Around the Block as a minds-on activity, using only a ball to practice almost any math skill.

First, put together a list of questions related to a skill. Second, have students stand in a circle. Finally, give one student the ball and read aloud a question from your list. Students must pass the ball clockwise around the circle, and the one who started with it must answer the question before receiving it again.

If the student incorrectly answers, you can pass the ball to a classmate for the next question. If the student correctly answers, he or she chooses the next contestant.

