Please check our website for specific game instructions!

Numeracy Bingo Card

Play Yahtzee	Roll an Array	Play Store	Build a 3-D Object
Making 10 Go Fish!	Conduct a Survey and chart results	Play War with cards	Cooking: Follow a Recipe
Shape Scavenger Hunt	Fold, Cut and Put Back Together	Play Subitizing Memory	Card Pattern Game

Family Game Day

One of the best thing you can do for math practice is to play a game that involves numbers, spatial reasoning and/or problem solving. In addition to the activities and games on the bingo board, here's a list of a few games that might be hiding out in your toy closet that would be fun for your family to try. Read the instructions together, talk together, take turns and have fun!

• UNO • Game of life • Monopoly • Rummikub • Racko • Snakes and Ladders	• Tenzies • Solitaire • Rummy • Checkers • Chess • Sequence • Dominoes	• Chinese Checkers • Dutch Blitz • Cat's Cradle • Puzzles • Blokus • Phase 10

Play Yahtzee

Instructions:
How to Play Yahtzee
https://www.ultraboardgames.com/yahtzee/game-rules.php

Printables:
Printable Yahtzee Score Cards
https://www.memory-improvement-tips.com/

- EASY Yahtzee for younger kids (Only Use 2 dice)
- Place Value Yahtzee (Only Use 3 dice)
    - See following slides

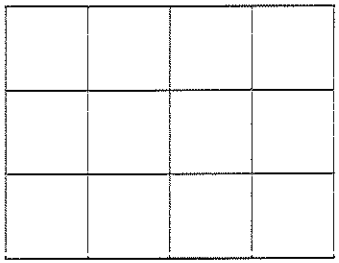
Multiplication- Roll an Array

Materials: graph paper and dice

Roll 2 dice. Use the numbers to color in an array on the graph paper. Practice coloring and cutting the arrays. When you feel like you are ready for the competition- here's how you play.

- Each person starts in opposite corners of the graph paper.
- Player 1 rolls 2 dice. The 2 numbers will give you the dimensions of the array.
- Color the array and write the multiplication fact on the array.

Ex. I roll a 3 and a 4. I color this in on my paper and write 3 X 4 = 12



- Have partner start in opposite corner and repeat above step.
- You can go anywhere on paper but CANNOT overlap another players array.
- Continue alternating turns and see who fills up the most area on the grid.

Simulate a Store

Materials: Items to sell (toys, food, tools etc.)

- Work together to assign prices to each item.
- Write price on items with post its or stickers.
- Vary the price on the items to increase or decrease difficulty
  Ex. Add whole numbers- $2, $5 , add decimals $2.45, $5.87
- Take turns being the buyer and the seller.
- Choose multiple items and figure out how much you owe
- Pay the seller
- Seller can even try to make change.

Ideas for Currency: Cut up paper and make it into money, print money and cut out or if this part is too hard for now- just use a pretend debit card!

Making 10- GO FISH

Go Fish: Your child probably already knows how to play Go Fish, but in this version, they're fishing for pairs that add up to 10. Have them ask: "I have a 2. Do you have an 8 to make 10?" Change aces to 1 for this game and leave face cards out entirely.

Link to more info and games

Conduct a Survey and Chart your Results

Conduct Survey

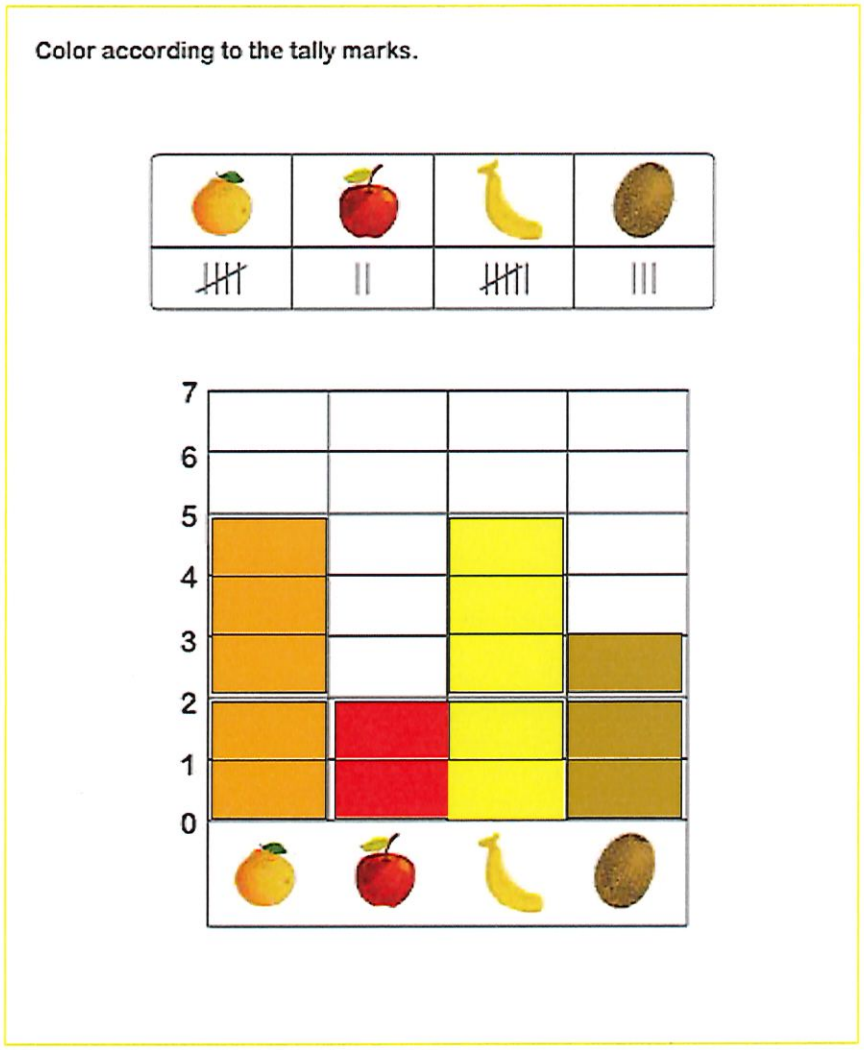
Ask 15 or twenty people the same question. (Call, face-time or face to face)

Here's some examples:

- What is your favorite thing to do on the weekend?
  - play outside, watch movie, sleep in, visit a friend, go shopping
- Which season do you like best?
- Which would you most rather be?
  - artist, pilot, chef, farmer, doctor, teacher
- Which pet would you most like to have?
  - dog, fish, cat, bird, turtle
- Which of these activities do you like best?
  - reading, singing, painting, cooking

Make a tally chart and record your data.

Here's an Example



Compare data.

For example:

- Which fruit was most popular?
- Are there any fruits that were liked by the same amount of people?
- How many more people liked apples than kiwi?
- What was the least liked fruit?

Shape Scavenger Hunt

Get outside or search around your house! You are looking for **2D shapes and 3D objects.** When you spot one, stop and have a conversation about it!

- How many vertices (corners) does it have?
- How many edges?
- Is it a 3D object? If yes, how many faces does it have?
- Label it.
- Is it a square, triangle, circle? Is it a cube, rectangular prism, triangular prism, sphere, triangular pyramid or square pyramid? Write it down and stick it on the shape! That enforces the name and spelling!

War Rules

Materials: Subitizing cards or face cards
Can use any deck of cards. The goal is to be the first player to win all 52 cards.

How to Deal
The deck is divided evenly, with each player receiving 26 cards. Each player places their stack of cards face down in front of them.

How to Play
Each player turns up a card at the same time and the players say the number represented on the card. The player with the higher card takes both cards and puts them, face down, on the bottom of his/her stack.

If the cards are the equal, it is War. Each player turns one card face down and one card face up. The player with the higher card takes both piles (six cards). If the turned-up cards are again equal, each player places another card face down and turns another card face up. The player with the higher card takes all 10 cards, and so on.

How to Keep Score
The game ends when one player has won all of the cards.
https://bicyclecards.com/how-to-play/war/

Variations: Use face cards- add OR multiply the cards, OR find the difference between the 2 cards. The first player that yells out the correct answer wins the cards. If its a tie, follow same rules as above.

Subitizing Memory

Materials: Subitizing cards or Homemade cards with numbers and equations

1. Pick 2 sets of cards you would like to use (dots, tally marks, numbers, dice) Mix up the cards.
2. Lay them in rows, face down.
3. Turn over any two cards.
4. If the two cards match, keep them.
5. If they don't match, turn them back over.
6. Remember what was on each card and where it was.
7. Watch and remember during the other player's turn.
8. The game is over when all the cards have been matched.
9. The player with the most matches wins.

Variations- Make your own memory cards with numbers 8-18. On the other cards, make one addition equations that equals 8, 9, 10 .... 18. Now match the equation with the sum. You can do this with subtraction, multiplication or division.

Fold, Cut and Put Back Together

Part 1:

- Start with a piece of paper. Fold it in half so that the edges meet. Estimate how many parts there will be and what they will look like. Open it and see. (Advanced kids - talk about the fractions you see that make the whole.)
- Fold it back, just like the first time. Now fold it again so that the edges meet again. Estimate how many parts there will be and what they will look like. Open it and see. (Advanced kids - talk about the fractions you see that make the whole.)
- Fold it a third time, and estimate. (Advanced kids - talk about the fractions you see that make the whole.)

Part 2:

- Cut the pieces apart, mix them up, and place them together so that it's back the way it was. Now, put them together in a different way to make a rectangle. Now, make a picture or animal out of them. Next, can you make a 3D object out of them (You may need some tape)
- For extra challenge: Cut out fun shapes when it's folded, and estimate what it will look like when open.
- Play "Guess My Shape" with someone. They look at it and guess what it will look like.
- Other fun activities:

  http://jdh.hamkins.org/math-for-nine-year-olds-fold-punch-cut/

  https://nzmaths.co.nz/resource/fold-and-cut (scroll down)

Cooking-Following a Recipe

Description

- A fantastic application for math in the home is cooking and baking. Not only are children measuring values and using fractions in a "real-world" setting, but it is a great context to address the importance of hygiene.

Instructions

1. Choose a recipe with a variety of measurements required. Grade 4 & 5 students would benefit from a recipe with lots of fractions.
2. Wash hands and have a discussion about why someone cooking shouldn't cough or sneeze while they are in the kitchen.
3. Prepare the food!
   a. Define different base measurements (Cups, Litres, Tablespoon, Teaspoons, etc.)
   b. Discuss the difference in sizes of measurements (how many ¼ cups are in a cup?)
   c. For an added challenge, have your child double the recipe you are working with and calculate the new amounts for ingredients.
   d. Compare measurements (is ½ or ¼ more?)
4. Clean up and have another conversation about cleanliness and hygiene.

Building 3D Objects

With what you have at home or can easily find, use play dough or marshmallows to connect toothpicks or straws to create 3D objects. Use the play dough or marshmallows as the vertices (corners) and the straws or toothpicks as the edges. As you create, you can talk about what they are making, ie: cubes, pyramids, rectangular prisms, triangular prisms, using vocabulary like vertices, edges, and faces. If you don't have play dough or marshmallows, here is a link to a play dough recipe. (Maybe this could be your recipe you make for Following a Recipe.)
https://www.thebestideasforkids.com/playdough-recipe/

Card Pattern Game

Supplies

- Deck of Cards (face cards or Uno cards)

Number of player

- 2-4

How to play

- Each player writes out their own individual colour pattern on a piece of paper. Example: Red, Red, Black, Red, Red Black. Or if playing with a card deck that has more than 2 colours Red, Green, Yellow, Red, Green, Yellow.
- Place the deck upside down so all those playing can reach the deck
- You decided who goes first.
- Player 1 flips over the top card. If it matches the colour they need for their pattern they place the card in front of them. Example: if the pattern is Red, Red, Black and the flipped over card is a red, that card is placed in front of the player. Now it is the next player's turn
- If the flipped over card does not match the pattern it gets discarded and player 2 draws a new card from the top of the pile.
- The game is won when a player has 10 cards in front of them.