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# Introduction

*A to Z Maths Games* reinforces basic maths skills and concepts. The games in this resource will help children build a strong maths foundation on which to base future learning experiences.

The *A to Z Maths Games* program assists children in achieving success by providing them with tools for hands-on exploration and manipulation. These high-interest, self-motivating games are intended for individual use.

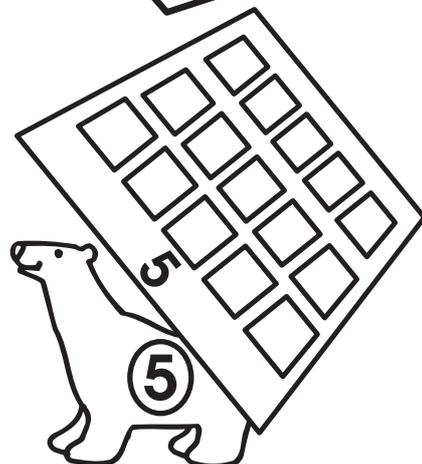
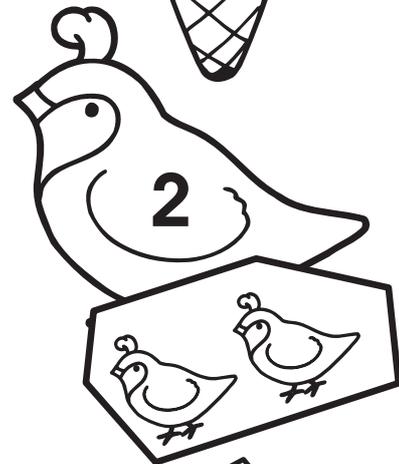
All games in this resource have been 'kid-tested' and approved! The children loved to learn this way and looked forward to learning maths skills. Each child was able to work at his or her own pace and they progressed, regardless of their varying abilities.

After you have made the games, you will have them for years. Since only one child plays with each game at a time, you avoid the problem of losing parts.

I hope that you and your students enjoy these games as much as my students and I enjoyed creating them!

## IN THE CLASSROOM:

A good technique for incorporating *A to Z Maths Games* in the classroom is to set up a Maths Centre containing three to five of the games per week. There are many ways to organise the use of these games. Here is one possibility for using five games per week:



### **Making the Games:**

- Each game contains directions for making and using motivating hands-on games in a classroom setting.
- For each game, all patterns are included. Some games may require additional readily available materials.
- Colour the patterns as desired.
- To keep your games in the best possible shape, laminate the pieces. If you do not have access to a laminating machine, you can also use clear contact paper to cover the pieces.
- Consider labelling patterns on the back for children to self-check their work.

### **Setting up a Maths Centre Area:**

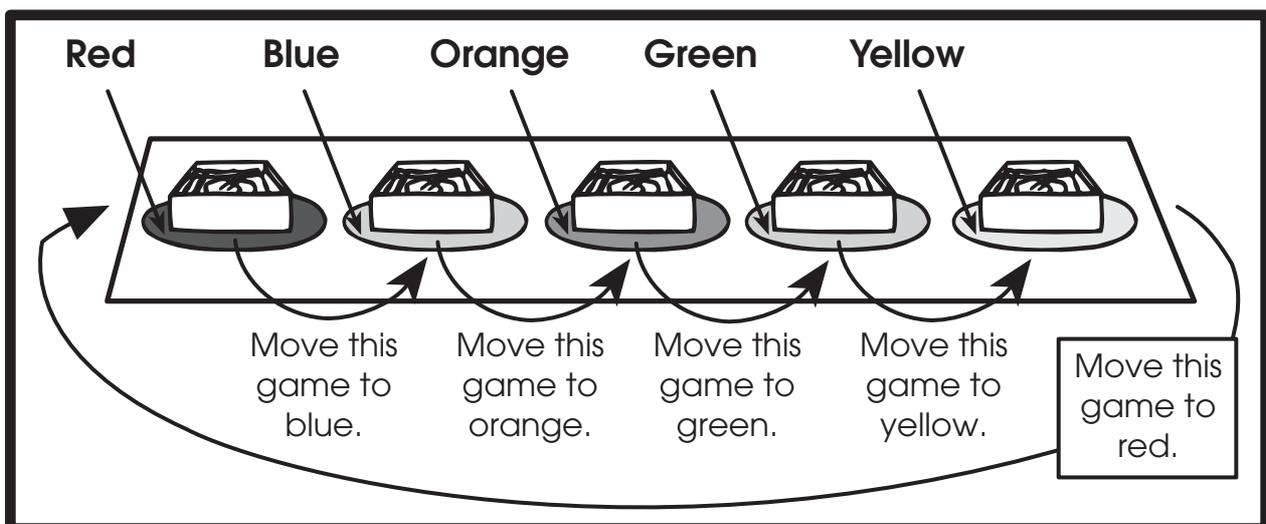
- Find five different coloured plastic baskets (or use five of the same coloured baskets, labelled with different coloured paper).
- Label the table you've chosen for your centre area with five paper circles. These circles should be the same colour as the baskets or the basket labels.
- Permanently attach these circles to the table using tape and then cover them with clear contact paper. The baskets will always be stored on top of the corresponding coloured circle.
- Select five games that you would like your students to work with. Put one game in each basket.

### **Preparing Maths Centre Groups:**

- Divide your children into groups of five.
- Assign each child a colour, so that there is one 'red', 'yellow', 'blue', 'orange', and 'green' child in each group. (Your colours may vary, depending on what colour baskets you use.)
- Set up your groups before the children come in to school and write the children's names on the coloured circles that are permanently attached to the Maths Centre table. (Write the names with a permanent texta.)
- Allow the children to sit with their groups and decide on a group name. These children will stay together all year.
- Tell the children what their colours are.

### How to Use the Games:

- On Monday, introduce these games to the children. Directions are included for you to read to the children.
- First, model each game step-by-step, from setting up to playing to cleaning up.
- After you have modelled each game, choose one or two children to demonstrate how to set up, play with and clean up the game.
- At Centre Time, have the groups rotate through all of the centres in your room, including the Maths Centre. When a group gets to the Maths Centre, each child will take and use the game that is in his or her colour basket.
- At Clean Up Time, children will replace their game in the basket and place it on the corresponding colour, making sure the games are ready for the next group.
- At the end of the day, rotate the games from left to right. The game in the red basket will move to the blue basket, the blue to the orange and so on, with the last game in the row becoming the first. By rotating the games, the children will find a different game in their basket each day and you will be able to keep track of who is playing which game. By the end of the week, all of your children will have had time to play with each game.



# AEROPLANE MATHS

## Objective:

- Children will match dots to the correct numerals.

## Materials:

Aeroplane Bodies (p. 8), Aeroplane Tails (p. 9), crayons or textas, scissors, resealable bag

## How to Make the Game:

1. Photocopy the Aeroplane Bodies and Tails, colour, laminate and cut out.
2. Store all game pieces in the resealable bag.

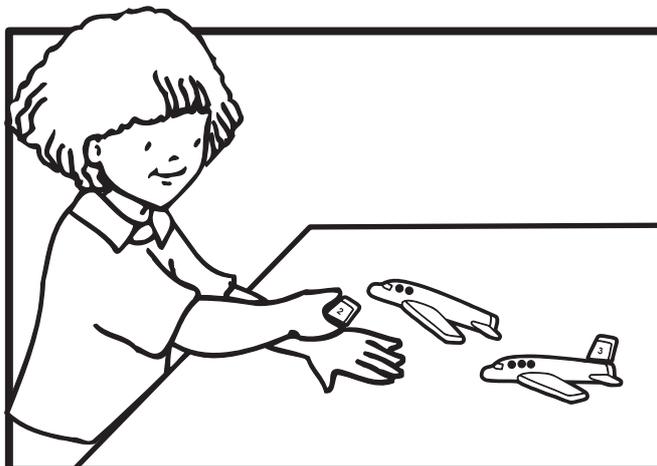
## How to Play the Game:

1. Take the game pieces out of the bag. Line the Aeroplane Bodies in one row and the Aeroplane Tails in another.
2. The Aeroplane Bodies have dots and the Tails have numbers.
3. Place each Aeroplane Tail on the correct Aeroplane Body.
4. When you are finished, have your teacher check your work. Then place all game pieces back in the bag.

## Book Link:

- *Aeroplane* by B. Blathwayt (Hutchinson Children's Books, 2001).

This book is an appealing introduction to the excitement of an aeroplane ride.



# Aeroplane Bodies

