

Match mine

Mathematics, Years 3–6

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Type	Classroom resource
Level	Primary
Topics	Numeracy Mathematics Teaching practice



Summary

There's no better way to get your students talking about and using the language of mathematics than using these communication-building 'match mine' games. Partners sit on opposite sides of a barrier. They each receive the same game board and game pieces copied from the book. For example, the game board is a grid and the game pieces are solid 3D geometry shapes. One student organises their pieces on the game board. Then, with words alone, students must describe their arrangement to their partner so their partner can make a match. Students learn and use mathematics vocabulary and concepts as they play: 'Place the rectangular prism in the first column, last row.' This book:

- promotes students to organise their mathematical thinking through communication
- communicates mathematical thinking clearly to peers
- uses the language of mathematics to express ideas precisely
- includes 30 reproducible games your students will ask to play again and again.

Other resources

- *Would you like maths with that?: Improving numeracy in the primary years* (HB0614)
- *Cooperative learning & mathematics: Years F–8* (KAN2717)
- *Let's get this day started: Maths, Year 3* (TCR2403)
- *Let's get this day started: Maths, Year 4* (TCR2410)
- *Let's get this day started: Maths, Year 5* (TCR2427)
- *Let's get this day started: Maths, Year 6* (TCR2434)
- *Mathematics lessons for little ones: Cooperative learning lessons* (KAN3134)