Math Games - Free Sample

This pack includes 3 free math games that you can incorporate into your math program.

If you’re after more activities, games and worksheets for teaching math, click the link below to have a look at the Bumper Book of Fun Math Games & Activities:


By Melinda Crean of Top Notch Teaching

Thank you for downloading my product.

I hope this item is all that you require for your students and classroom. If you have any questions, comments or feedback please email me at melinda@topnotchteaching.com.

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Estimating Game

Resources

This is a game for 2 players. Players will need a calculator, 2 x 10 sided dice and a copy of a playing board, which includes numbers to suit the level of your students. An example is provided on the following page.

Instructions

• The first player rolls the dice and must estimate the sum of the two numbers in the matching boxes. For example if the numbers on the dice were: 6 and 4, then the player estimates the sum of 228 + 574.
• That player then selects the range that the estimate falls in.
• The other player uses the calculator to work out the exact answer. If this answer falls within the range selected then the first player scores a point.
• Play continues with players swapping turns.
• The first player to get 5 points is the winner.
• Remember the player that is estimating needs to do so mentally, so no paper and pencil to work out the estimates.
Estimating Game

Ranges

- 100-299
- 300-499
- 500-699
- 700-899
- 900-1099
- 1100-1299
- 1300-1499
- 1500-1699
Transformation Puzzles

Are you after some ways to help your students visualize how things will look when moved? Transformation puzzles are fantastic to use as students physically move irregular figures to help them 'see' the changes. They then describe what they did to move the figure to each new position. This gets kids thinking about the language they will need to describe how they moved the item.

The transformation puzzles help your students develop the idea that things can move around by reflecting (flipping), translating (sliding) and rotating (turning). This helps kids to realize that by doing these movements it doesn't change the size or shape of the thing.

On the following pages you will find a poster that explains the meaning of translation, reflection and rotation. There are also 5 different puzzles that include various irregular figures: frog, toy, present, fish and tree. I've also included an example page so you can model how to complete the activity and describe the transformations.
Transformation Puzzles

What is translation?
Translation is moving an object in a straight line. The object ‘slides’ a specific distance and in a specific direction. An example is when objects pass by on a straight conveyor belt.

What is rotation?
When an object is rotated it turns around a specific point and by a specific amount. An example is a windmill.

What is reflection?
When an object is reflected it means to move it as if it were seen in a mirror.
Transformation Puzzles

Instructions

1. Cut out the animal at the bottom of the page.
2. Trace around the animal in cell one, then move the template from cell to cell. You can move it by: translating, rotating or reflecting it in a way until you reach cell eight, the final position.
3. Write down each transformation on the lines to the side.
4. Swap your grids with a partner and try to work out the sequence of movements. Compare with the original to see how they are the same and how they are different.

Example

Transformations

2. Quarter turn to the right
3. Reflect right
4. Rotate quarter turn left
5. Translate down
6. Translate left
7. Rotate quarter turn left
8. Reflect left
Transformation Puzzles

Instructions
1. Cut out the animal at the bottom of the page.
2. Trace around the animal in cell one, then move the template from cell to cell. You can move it by: translating, rotating or reflecting it in a way until you reach cell eight, the final position.
3. Write down each transformation on the lines to the side.
4. Swap your grids with a partner and try to work out the sequence of movements. Compare with the original to see how they are the same and how they are different.

Transformations
2. 
3. 
4. 
5. 
6. 
7. 
8. 

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# Transformation Puzzles

**Instructions**

1. Cut out the toy at the bottom of the page.
2. Trace around the toy in cell one, then move the template from cell to cell. You can move it by: translating, rotating or reflecting it in a way until you reach cell eight, the final position.
3. Write down each transformation on the lines to the side.
4. Swap your grids with a partner and try to work out the sequence of movements. Compare with the original to see how they are the same and how they are different.

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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<tbody>
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<th>5</th>
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<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

**Transformations**

2. 

3. 

4. 

5. 

6. 

7. 

8. 

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Transformation Puzzles

Instructions

1. Cut out the present at the bottom of the page.
2. Trace around the present in cell one, then move the template from cell to cell. You can move it by: translating, rotating or reflecting it in a way until you reach cell eight, the final position.
3. Write down each transformation on the lines to the side.
4. Swap your grids with a partner and try to work out the sequence of movements. Compare with the original to see how they are the same and how they are different.

Transformations

2. 
3. 
4. 
5. 
6. 
7. 
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Transformation Puzzles

Instructions
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Transformations
2. ________________
3. ________________
4. ________________
5. ________________
6. ________________
7. ________________
8. ________________
Transformation Puzzles

Instructions
1. Cut out the tree at the bottom of the page.
2. Trace around the tree in cell one, then move the template from cell to cell. You can move it by: translating, rotating or reflecting it in a way until you reach cell eight, the final position.
3. Write down each transformation on the lines to the side.
4. Swap your grids with a partner and try to work out the sequence of movements. Compare with the original to see how they are the same and how they are different.

[Diagram of a tree with grids numbered 1 to 8]
Games are such a fun way for kids to learn and practice various maths concepts. Here I share with you a 2D shape domino game that will help your students to learn the names of the shapes. The dominoes have a mixture of the various 2D shape pictures as well as properties of 2D shapes. You could use the dominoes in the usual way, but you could also cut apart each of the pieces to make a matching game. Just print them on thick card and cut apart and then you’re all ready to go.

Below are some pictures of the dominoes, which you will find on the following pages. I hope you have fun with this game.
Hexagon

Five sides

Triangle

Oval

Round and 0 corners.

Eight corners and eight sides.
<table>
<thead>
<tr>
<th>Shape</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Square</td>
<td>9 corners and 9 straight sides.</td>
</tr>
<tr>
<td>Rectangle</td>
<td>4 straight sides and 2 of the sides are parallel.</td>
</tr>
<tr>
<td>7 straight sides.</td>
<td></td>
</tr>
<tr>
<td>Decagon</td>
<td></td>
</tr>
</tbody>
</table>
Circle

4 straight sides and all sides are equal.

Oval

3 straight sides that are not always equal.

Octagon

Pentagon
<table>
<thead>
<tr>
<th>Shape</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trapezoid</td>
<td>10 corners.</td>
</tr>
<tr>
<td>6 straight sides and 6 corners.</td>
<td>2 long sides and 2 short sides.</td>
</tr>
<tr>
<td>Heptagon</td>
<td></td>
</tr>
<tr>
<td>Nonagon</td>
<td></td>
</tr>
</tbody>
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Credits

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