


Click on the bookmarks icon  in the top left corner and use the bookmarks to quickly navigate to the grade level and unit you need.

## EVERYDAY MATH ACTIVITIES



- Good activity for two children working together



- Good SMART board activity

### Grade 1

|                        |   |
|------------------------|---|
| <a href="#">Unit 2</a> | Everyday use of Numbers                       |
| <a href="#">Unit 3</a> | Visual Patterns, Number Patterns and Counting |
| <a href="#">Unit 4</a> | Measurement and Basic Facts                   |
| <a href="#">Unit 5</a> | Number Stories and Basic Facts                |
| <a href="#">Unit 6</a> | Developing Fact Power                         |
| <a href="#">Unit 7</a> | Geometry and Attributes                       |
| <a href="#">Unit 8</a> | Mental Arithmetic, Money and Fractions        |
| <a href="#">Unit 9</a> | Place Value and Fractions                     |

#### Unit 2 EVERY DAY USE OF NUMBERS

Eduplace: eManipulatives - Coins and Bills - parts 1 and 2

[http://www.eduplace.com/kids/mw/swfs/manip/manipulative.swf?tm=/kids/mw/swfs/manip/cnb\\_pri\\_m.swf](http://www.eduplace.com/kids/mw/swfs/manip/manipulative.swf?tm=/kids/mw/swfs/manip/cnb_pri_m.swf)

[http://www.eduplace.com/kids/mw/swfs/manip/manipulative.swf?tm=/kids/mw/swfs/manip/cnb\\_int\\_swf](http://www.eduplace.com/kids/mw/swfs/manip/manipulative.swf?tm=/kids/mw/swfs/manip/cnb_int_swf)

It has spoken directions for how to use each of the tools. Five different coins and one, five and ten dollar bills can be placed, flipped over or dragged to different parts of the work mat. This would be a great activity to do with an entire class on the SMART board.

Interactive 100 charts



<http://www.oswego.org/ocsd-web/games/SplatSquares/splatsq100.html>

<http://www.oswego.org/ocsd-web/games/SplatSquares/splatre100.html>

Interactive 100 charts with numbers either revealed or not. Great tool for finding numbers 1-100 and for finding patterns in the 100 chart.

100 Chart Practice



<http://www.oswego.org/ocsd-web/games/DogBone/gamebone.html>

A fun activity to do with the whole class around finding numbers and patterns on the 100 chart.

### Teacher Tool for Telling Time



<http://www.oswego.org/ocsd-web/games/ClassClock/clockres.html>

A great tool for teachers to use with the whole class for teaching how to read time from an analog clock and a digital clock

### Stop the Clock Game: Reading Times to the Hour



<http://www.oswego.org/ocsd-web/games/StopTheClock/sthecR.html>

Match the correct time words to the analog clock and then stop the timer in this fun interactive game. Read time to the hour, stop the clock, and then keep trying to beat your best time! Good to teach with whole class

### Harcourt School Publishers: Time and Money - Telling Time to the Hour

[http://www.harcourtschool.com/activity/telling\\_time\\_grk/](http://www.harcourtschool.com/activity/telling_time_grk/)

Telling time to the hour is the skill in this interactive game. Match the time on the analog clock to the correct time on the digital clock to win the game. Immediate feedback is given to responses.

### Telling Time Interactive Flashcards

<http://www.teachingtreasures.com.au/teaching-tools/Maths4-5/clock-flash/clock-flash-pop.html>

Students read analog clocks and record the time and then check their answers. 4 levels of play - telling time to the hour through the exact minute

## Unit 3

### VISUAL PATTERNS, NUMBER PATTERNS and COUNTING

#### PBS - Pattern Matcher

[http://www.pbs.org/parents/earlymath/prek\\_games\\_pattern fla.html](http://www.pbs.org/parents/earlymath/prek_games_pattern fla.html)

Visual discrimination - students find matching patterns. Easy for students to use on their own.

#### NLVM: Color Patterns with Virtual Manipulatives

[http://nlvm.usu.edu/en/nav/frames\\_asid\\_184\\_g\\_1\\_t\\_1.html](http://nlvm.usu.edu/en/nav/frames_asid_184_g_1_t_1.html)

The National Library of Virtual Manipulatives (NLVM) developed virtual patterning activities that are fun and simple. Play this colorful virtual pattern game that comes complete with sound effects. Check your answers immediately.

#### Math Studio: Even or Odd?



<http://www.crickweb.co.uk/assets/resources/flash.php?&file=npmenu>

Decide which numbers are even and which are odd. Three different levels of difficulty are available. This is great whole class SMART board activity.

## Unit 4

### MEASUREMENT AND BASIC FACTS

#### FOSSweb: Reading a Thermometer

[http://home.elementary.nettrekker.com/redirecter/?link\\_id=272060](http://home.elementary.nettrekker.com/redirecter/?link_id=272060)

Can you use a thermometer? This learning exercise lets you practice just that. It also helps you see the differences between Fahrenheit and Celsius scales.

## Unit 5 PLACE VALUE, NUMBER STORIES AND BASIC FACTS

NGFL: *Greater Than, Less Than, and Equal - Parts 1 and 2*

[http://www.ngfl-cymru.org.uk/vtc/greater\\_less\\_than/eng/Introduction/MainSessionPart1.swf](http://www.ngfl-cymru.org.uk/vtc/greater_less_than/eng/Introduction/MainSessionPart1.swf)

## Unit 6 DEVELOPING FACT POWER

Harcourt School Publishers: *Operations - Subtraction Busy Bees*

[http://www.harcourtschool.com/activity/busy\\_bees/](http://www.harcourtschool.com/activity/busy_bees/)

Use your problem solving skills to find out how many bees are hiding in the bee hive. Learners solve subtraction word problems in this interactive game.

BBCi: *ReviseWise Maths*

<http://www.bbc.co.uk/schools/ks2bitesize/maths/activities/addition.shtml>

This colorful BBC math review site offers games, activity sheets, fact sheets, tests, and step-by-step instruction in basic arithmetic skills, data handling, measurement, and mental math. Because it's British, there are a few differences in word use and spelling, but the presentations of math content are clear and easy to follow.

Oswego City Schools: *Math Magician Subtraction Facts*

<http://oswego.org/ocsd-web/games/mathmagician/mathsub.html>

Practice your subtraction facts against the clock in this online game.

## Unit 7 GEOMETRY AND ATTRIBUTES

*Geo Boards*

<http://standards.nctm.org/document/eexamples/chap4/4.2/part2.htm>

This two-part example describes activities that use interactive geoboards to help students identify simple geometric shapes, describe their properties, and develop spatial sense. The first part, *Making Triangles*, focuses attention on the concept of triangle, helping students understand the mathematical meaning of a triangle and the idea of congruence, or sameness, in geometry. In this second part, *Creating Polygons*, students make and compare a variety of polygons, describing the salient properties of the shapes they create.

*Pattern Blocks*

[http://nlvm.usu.edu/en/nav/frames\\_asid\\_169\\_g\\_1\\_t\\_4.html?open=activities&from=category\\_g\\_1\\_t\\_4.html](http://nlvm.usu.edu/en/nav/frames_asid_169_g_1_t_4.html?open=activities&from=category_g_1_t_4.html)

## Unit 8

### MENTAL ARTIMETIC, MONEY AND FRACTIONS

#### **Mr. Nussbaum: Cash Out (U.S. Currency Version)**

<http://www.mrnussbaumgames.com/cashout/index.html>

Practice giving correct change using this engaging activity. Learners can select the difficulty level and whether or not they want hints. This timed activity is an excellent tool for building change counting and coin recognition skills.

#### **Shopping Math**

[http://www.dositey.com/Development/Programs/ShoppingMoneyMath/master1.swf?config\\_no=2](http://www.dositey.com/Development/Programs/ShoppingMoneyMath/master1.swf?config_no=2)

Shop at the store using the amount of money shown. Buy items for exactly the amount of coins displayed. Put the cursor on top of the coins and they will be magnified to make them easier to identify. The cashier will help you if you make a mistake.

## Unit 9

### PLACE VALUE AND FRACTIONS

#### **FunBrain: Place Value Puzzler**

<http://www.funbrain.com/tens/index.html>

An engaging and fast-paced game from FunBrain, where students activate their knowledge of place value and rounding. Numbers range in difficulty from easy to hard. However, for those who are up for a more serious challenge, there's Super Brain (decimals).

#### **NLVM: Fractions- Parts of a Whole**

[http://nlvm.usu.edu/en/nav/frames\\_asid\\_102\\_g\\_2\\_t\\_1.html](http://nlvm.usu.edu/en/nav/frames_asid_102_g_2_t_1.html)

The National Library of Virtual Manipulatives (NLVM) provides a visual representation of a fraction. The Java applet gives you a response that tells you more than just if your answer is right or wrong.

#### **Teaching Fractions**



<http://www.oswego.org/ocsd-web/games/FractionPaint/fpaint4.html>

<http://www.oswego.org/ocsd-web/games/FractionPaint/fpaint9.html>

<http://www.oswego.org/ocsd-web/games/FractionPaint/fpaint16.html>

<http://www.oswego.org/ocsd-web/games/FractionPaint/fpaint25.html>

<http://www.oswego.org/ocsd-web/games/FractionPaint/fpaint36.html>

These websites are great teaching tools for teaching the beginning concepts of fractions. You would use these sites as a whole class SMART board lesson to teach parts of a whole. You can do up to 36 parts and it also allows you to shade in different colors.

# EVERYDAY MATH ACTIVITIES



- Good activity for two children working together



- Good SMART board activity

## Grade 2

|                         |  |
|-------------------------|--|
| <a href="#">Unit 1</a>  | Number and Routines                        |
| <a href="#">Unit 2</a>  | Addition and Subtraction Facts             |
| <a href="#">Unit 3</a>  | Place Value, Money and Time                |
| <a href="#">Unit 4</a>  | Addition and Subtraction                   |
| <a href="#">Unit 5</a>  | 3-D and 2-D shapes                         |
| <a href="#">Unit 6</a>  | Whole Number Operations and Number Stories |
| <a href="#">Unit 7</a>  | Patterns and Rules                         |
| <a href="#">Unit 8</a>  | Fractions                                  |
| <a href="#">Unit 9</a>  | Measurement                                |
| <a href="#">Unit 10</a> | Decimals and Place Value                   |
| <a href="#">Unit 11</a> | Whole Number Operations                    |

### Unit 1 NUMBERS AND ROUTINES

Interactive 100 charts



<http://www.oswego.org/ocsd-web/games/SplatSquares/splatsq100.html>

<http://www.oswego.org/ocsd-web/games/SplatSquares/splatre100.html>

Interactive 100 charts with numbers either revealed or not. Great tool for finding numbers 1-100 and for finding patterns in the 100 chart.

Harcourt School Publishers: Time and Money - Days and Dates

[http://www.harcourtschool.com/activity/days\\_and\\_dates/](http://www.harcourtschool.com/activity/days_and_dates/)

An interactive game where learners practice calendar skills. Follow the directions to locate specific days and dates on the calendar.

Telling Time Interactive Flashcards

<http://www.teachingtreasures.com.au/teaching-tools/Maths4-5/clock-flash/clock-flash-pop.html>

Students read analog clocks and record the time and then check their answers. 4 levels of play - telling time to the hour through the exact minute

## Unit 2

### ADDITION AND SUBTRACTION

#### **BBC Schools: Bitesize Revision Math - Subtraction**

<http://www.bbc.co.uk/schools/ks2bitesize/maths/activities/subtraction.shtml>

This interactive activity has learners subtracting whole numbers. In addition to the online activity there are teacher lesson plans and an online quiz.

#### **Practice with addition and subtraction**

<http://www.oswego.org/ocsd-web/games/ghostbusters2/gb2nores.html>

<http://www.oswego.org/ocsd-web/games/Ghostbusters3/ghostadd3.html>

<http://www.oswego.org/ocsd-web/games/Ghostbusters3/ghostsub2.html>

These sites allow children to play in partners or alone while they practice adding and subtracting two digit and one digit number. Great mental math practice.

## Unit 3

### PLACE VALUE, MONEY AND TIME

#### **Place the Penguin**

<http://www.bbc.co.uk/schools/starship/maths/placethepenguin.shtml>

#### **Place Value Game**

<http://media.emgames.com/emgames/demosite/playdemo.html?activity=M2A050&activitytype=dcr>

Students create numbers in ten thousands and compete against the computer to make largest number to earn points. Students also compare numbers.

#### **Telling Time**

##### **Teacher Tool for Telling Time**



<http://www.oswego.org/ocsd-web/games/ClassClock/clockres.html>

A great tool for teachers to use with the whole class for teaching how to read time from an analog clock and a digital clock

<http://www.bbc.co.uk/schools/ks1bitesize/numeracy/time/index.shtml>

Identify the time on the clock when you play this fun, interactive game. Games are divided into different skill levels. You can increase the size of the game to full screen and improve your clock reading skills by completing the worksheet on this site.

<http://www.oswego.org/ocsd-web/games/BangOnTime/clockwordres.html>

A site to practice telling time by reading the time in words (eg. Half past nine, ten minutes till six, quarter of seven) and then the children have to stop the clock when the hands reach the correct time.

## Unit 4 ADDITON AND SUBTRACTION

## Unit 5 3-D AND 2-D SHAPES

**NRICH: Virtual Geoboard**

[http://nrich.maths.org/public/viewer.php?obj\\_id=2883&part=index&refpage=monthindex.php](http://nrich.maths.org/public/viewer.php?obj_id=2883&part=index&refpage=monthindex.php)

Use this virtual geoboard to explore the attributes of various polygons. This would work well on an interactive whiteboard.

**NCTM: Lesson Plans-Polygon Properties-Triangles- Part 1**

<http://standards.nctm.org/document/eexamples/chap4/4.2/index.htm#applet>

This first of two lesson plans "describes activities that use interactive geoboards to help students identify simple geometric shapes, describe their properties, and develop spatial sense. This first part, Making Triangles, focuses attention on the concept of triangle, helping students understand the mathematical meaning of a triangle and the idea of congruence..."

## Unit 6 WHOLE NUMBER AND NUMBER STORIES

## Unit 7 PATTERNS AND RULES

**Adventure Sequence**



<http://www.bbc.co.uk/schools/ks1bitesize/numeracy/sequences/index.shtml>

## Unit 8 FRACTIONS

**Teaching Fractions**



<http://www.oswego.org/ocsd-web/games/FractionPaint/fpaint4.html>

<http://www.oswego.org/ocsd-web/games/FractionPaint/fpaint9.html>

<http://www.oswego.org/ocsd-web/games/FractionPaint/fpaint16.html>

<http://www.oswego.org/ocsd-web/games/FractionPaint/fpaint25.html>

<http://www.oswego.org/ocsd-web/games/FractionPaint/fpaint36.html>

These websites are great teaching tools for teaching the beginning concepts of fractions. You would use these sites as a whole class SMART board lesson to teach parts of a whole. You can do up to 36 parts and it also allows you to shade in different colors.

**Teaching Fractions through Fractions Flags**



<http://www.oswego.org/ocsd-web/games/fractionflags/fractionflags.html>

<http://www.oswego.org/ocsd-web/games/fractionflags/ffthirds.html>

Both of these sites can be done with a whole class or individually. Only works with halves, quarters and thirds.

**Eduplace: eManipulatives - Fractions - 1 - WHOLE CLASS**



[http://www.eduplace.com/kids/mw/swfs/manip/manipulative.swf?tm=/kids/mw/swfs/manip/fractions\\_prim.swf](http://www.eduplace.com/kids/mw/swfs/manip/manipulative.swf?tm=/kids/mw/swfs/manip/fractions_prim.swf)

Use this virtual workmat right on your computer. It has spoken directions for how to use each of the tools when you hover the mouse over each symbol. Eight different fractions can be placed on the circles, each with a different color. Clear the entire workmat or just one item at a time. Clicking on the "1,2,3" button will tell the total shaded fraction for each circle on the workmat.

## Unit 9 MEASUREMENT

Harcourt School Publishers: Measurement (Geometry) - Tile the Floor

[http://www.harcourtschool.com/activity/tile\\_the\\_floor/](http://www.harcourtschool.com/activity/tile_the_floor/)

Help the puppy tile the floor by finding the area of the figure.

[http://www.bgfl.org/bgfl/custom/resources\\_ftp/client\\_ftp/ks2/maths/perimeter\\_and\\_area/index.html](http://www.bgfl.org/bgfl/custom/resources_ftp/client_ftp/ks2/maths/perimeter_and_area/index.html)

Great place to learn about perimeter and area. There are three different levels of difficulty and plenty of practice.

### Climate comparison

AT&T World Net: Teaching Resources from the Classroom

<http://home.att.net/~teaching/refbook.htm>

<http://home.att.net/~teaching/science/climate.pdf>

<http://www.worldclimate.com/>

This site from AT&T World Net is written by a teacher. She enhances cooperative learning skills through games, learning exercises, and projects.

## Unit 10 DECIMALS AND PLACE VALUE

## Unit 11 WHOLE NUMBER OPERATIONS

<http://www.mathplayground.com/games.html> - check out these sites