

3 – A Number Pattern Game



Purpose

3, the game, builds the ability to notice and create patterns using the number 3. It increases children's attention to detail, and teaches the players to listen to each other.



Why?

Pattern awareness is a good predictor of mathematical achievement. And it is something that can be taught. It helps children build an awareness of mathematical relationships and the world around them.



Setting Up

Players stand up and make a circle.



How to Play

1. Count and clap – 1 – 2 – **3!** 4 – 5 – **6!** 7 – 8 – **9!** 10 – 11 – **12!**
2. Continue counting and clapping until everyone gets the rhythm.
3. Start with 1 again. As you count, instead of saying 3, 6, 9, etc., just clap; 1 – 2 – **Clap!** 4 – 5 – **Clap!** 7 – 8 – **Clap!** 10 – 11 – **Clap!**
4. Keep counting until you can get to 30 without making a mistake.
5. Start with 1 again. Instead of everyone counting and clapping, go around the circle with each person either saying a number or clapping.
6. If someone makes a mistake, start over at 1 with that person.
7. The game ends you can count to 30 without making a mistake.



Options

This game can be played with any number.

Other ways to build pattern awareness:

- Go on a nature walk and collect leaves and sticks, such as 3 leaves and 2 sticks. Ask your children to predict what comes next.
- Play a version of hopscotch: Hop, hop, hop, grrr! Hop, hop, hop, grrr!

*1, 2, Clap, 4, 5, Clap, 7, 8, Clap, 10, 11, Clap,
Clap, 14, Clap, 16, 17, Clap, 19, 20, Clap, 22,
Clap, Clap, 25, 26, Clap, 28, 29 Clap!*

I ♥ Math!

Purpose

I ♥ Math! builds fluency in operations. This game has endless variations.

Why?

This game builds fact fluency.

Setting Up

Decide which facts to use. Here are some options:

- Sums to 10: Each person uses one hand.
- Differences from 5 to 0: Each person uses one hand.
- Sums to 20: Each person uses two hands.
- Differences from 20 to 0: Each person uses two hands.
- Add the numbers. How many more do you need to get to 10? Each person uses one hand.
- Ask your children to come up with the rule.

How to Play

This activity is played like Rock, Paper, Scissors.

1. Students say, “I, 2, Show!”
2. On “Show!” each person uses their fingers on to show a number.
3. Then say the fact (for example, $2 + 3 = 5!$). If your child has trouble coming up with the fact, it’s okay to count on fingers.
4. As your children get faster at their facts, make it a race.

Options

The variations in Setting Up are the tip of the iceberg. Be creative.

Want to play with 3 people? Here are some options.

- Add all 3 numbers.
- Add the largest and smallest numbers. Then subtract the number in the middle.

Go Fish! Addition Edition



Purpose

Go Fish! Addition Edition builds fluency in addition facts.



Why?

When children recall their facts, it frees up space in the brain to focus on harder math concepts.



Setting Up

- Find a deck of cards and remove the face cards. Use the Ace for 1 and Joker for 0. If you don't have cards, you can write the numbers on slips of paper or cardboard.



How to Play

1. Deal out 8 cards to each person and decide who goes first.
2. The goal is to have pairs that make 10. For example, if you have a 4 in your hand, you can ask someone if they have a 6.
3. If they have a 6, they give the card to you and you place the cards in a pair on the table. If they don't, they say, "Go fish."
4. The first person to make matches with all their cards is the winner.



Options

- Choose a different number to add to instead of 10.
- Use subtraction instead of addition. This is more difficult because the larger number might not be the one in your hand, and your child is probably used to thinking of the larger number first. You may want to model this first.
 - Example: You are working on 8's. You have a 2 in your hand. You ask for a 10. You may have to explain that the fact is $10 - 2$.