



Math Fun & Games

A pack of math games and activities
for K-5 students from Silo & Sage

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How to Use this Pack

This pack of hands-on math games and activities is designed for multiple ages and abilities. Most of the games have instructions for several versions, for different stages of learning. For example, a game might have suggestions for playing with multiplication OR addition.

These math games and activities work great as a learning invitation - put them out on a table, give your child instruction on how to play the game (or let them read the instructions themselves if they are able), and let them choose which game to play. Some games are partner or group games, but many can be played alone.

These activities don't require much preparation - some will need a page printed, and I recommend laminating or using a dry erase pocket. This way you can play over and over again, without re-printing.

The activities also require very few supplies, and most of them are very common (dice, playing cards, dominoes, etc.) - you can also adapt to use the supplies you have on hand!

Up and Down

Print one page for each player.

Start with a deck of cards that has only the number cards (no face cards like Kings). Each player starts with 15 points.

Draw a card and ADD or SUBTRACT the number on that card, according to its color.

Add = Black cards

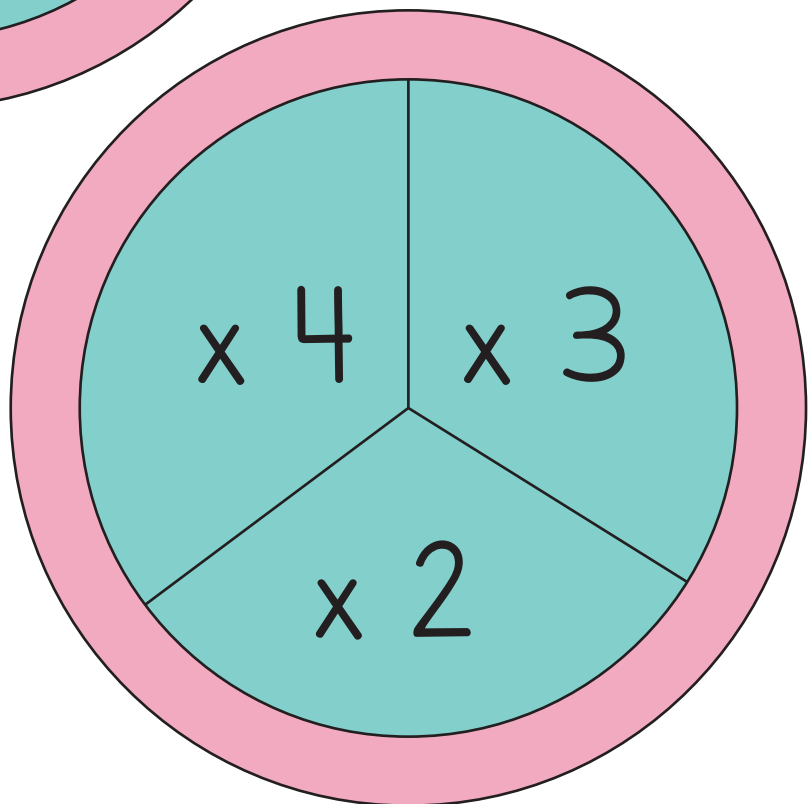
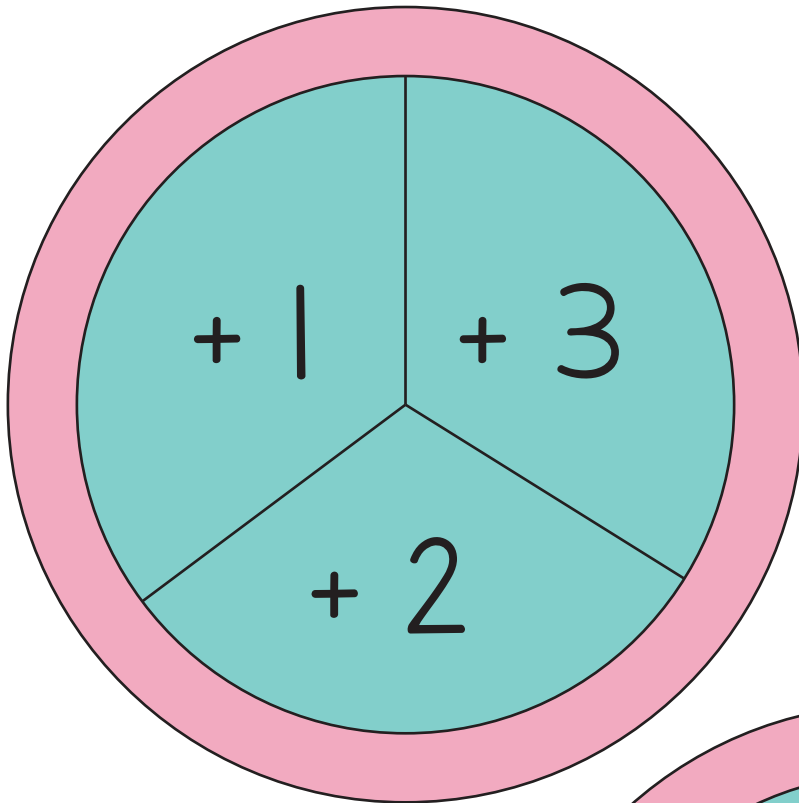
Subtract = Red cards

The winner is the player who has the most points at the end of the page.

Version 2: Give the number cards a new value. Ex: 1=11, 2=12, 3=13, OR 1=21, 2=22, 3=33, etc.) and play the game following the same rules.

Spinning Math

Cut out one spinner (choose addition or multiplication). Use a paper clip and hold it in the center with a pencil tip. Draw a number card, spin the paper clip, and solve the problem!



1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

Make 10

This can be played with a partner or alone. You need an even number of cards, but do NOT use the whole deck. Use only number cards (not face cards like Kings). Younger kids should start with 12 cards, but you could start with up to 30.

1. Place the cards facing down, like you would for a Memory Game.
2. Each player flips over TWO cards on their turn. You are not looking for matching cards, but are looking for cards that make ten. When you flip over your two cards, add them together. If they make ten, you will keep the pair. If not, flip them back over.
3. Play until you have made as many matches as you can - you may end up with some cards leftover if they don't make ten. Whoever has the most cards at the end of the game wins!

Go Fishing for Answers

This is a partner or group game that uses a deck of playing cards. If you've played Go Fish before, this game will be easy to understand.

Take out the face cards (like Kings). Deal each player 6 cards. Place the rest of the cards in a pile.

When it's your turn, you are going to ask for another card to make a match with one of your cards. But instead of asking for the card number, you will ask with a math problem!

Examples of how you might ask:

Do you have $2+2$? (if you're looking for a 4 card)

Do you have 12 divided by 4 ? (you're looking for a 3 card)

Do you have $6-1$? (you're looking for a 5 card)

Do you have 7×1 ? (if you're looking for a 7 card)

If they don't have this card, you need to draw from the pile. Keep playing until one player has matched all the cards in their hand.

Version 2: Instead of looking for pairs, try to make ten. For example, if you have a 3, ask for a 7. If you have a 4, ask for a 6.

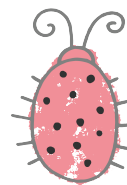
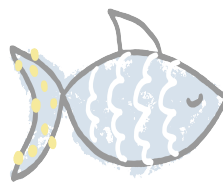
Race to the Finish

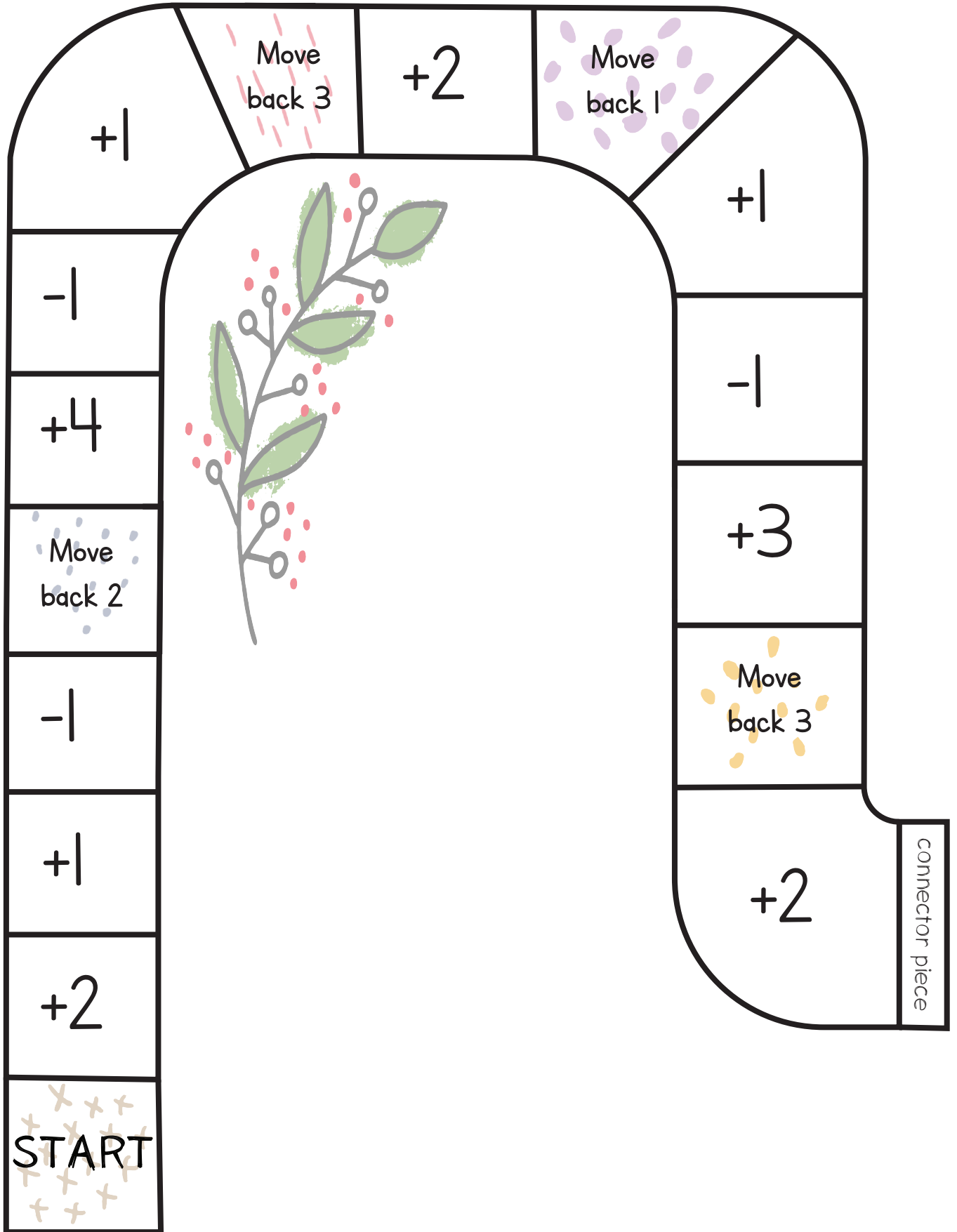
This game is for two or more players. Use small toys, mini-erasers, etc. for game pieces OR cut out the small animal pictures below to use. Tape or glue the game board together on the connector pieces. Laminate, print on cardstock, or glue onto cardboard to make the game board last longer.

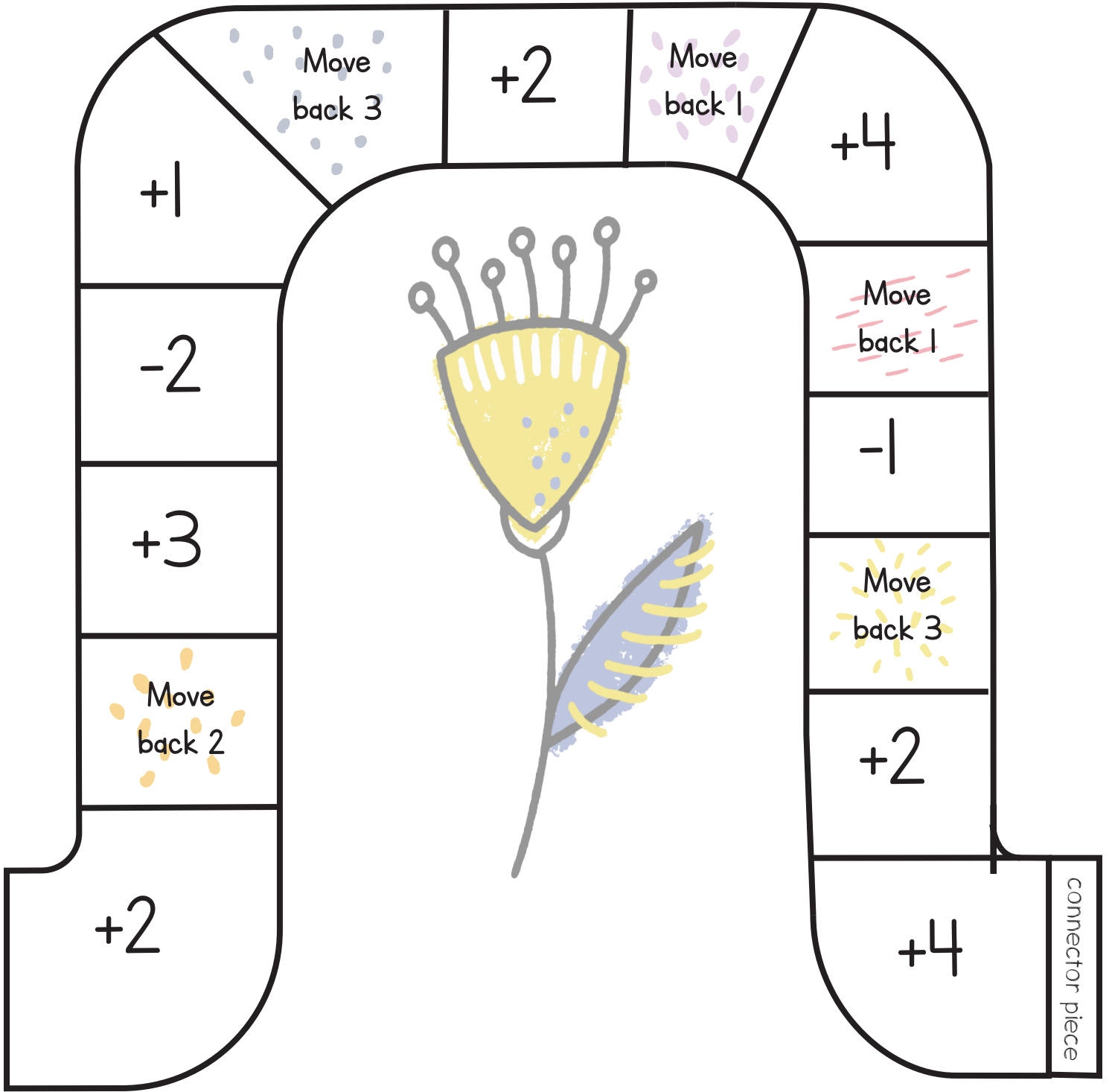
Directions:

1. Roll the die. Your first turn, move that many spaces.
2. After this turn, roll the die and ADD or SUBTRACT the number on the game board from the number on the die. Then move that many spaces forward.
3. If you land on a square with directions, follow that direction, instead of rolling the die.
4. If you subtract from the die and your number is ZERO, you lose your turn.
5. The first person to get to the FINISH wins!

**When you make the game board, leave out the middle section if you want to make the game shorter or make easier for younger children.







Move
back 3

+2

Move
back 1

+4

+1

-2

~~Move
back 1~~

+3

-1

Move
back 2

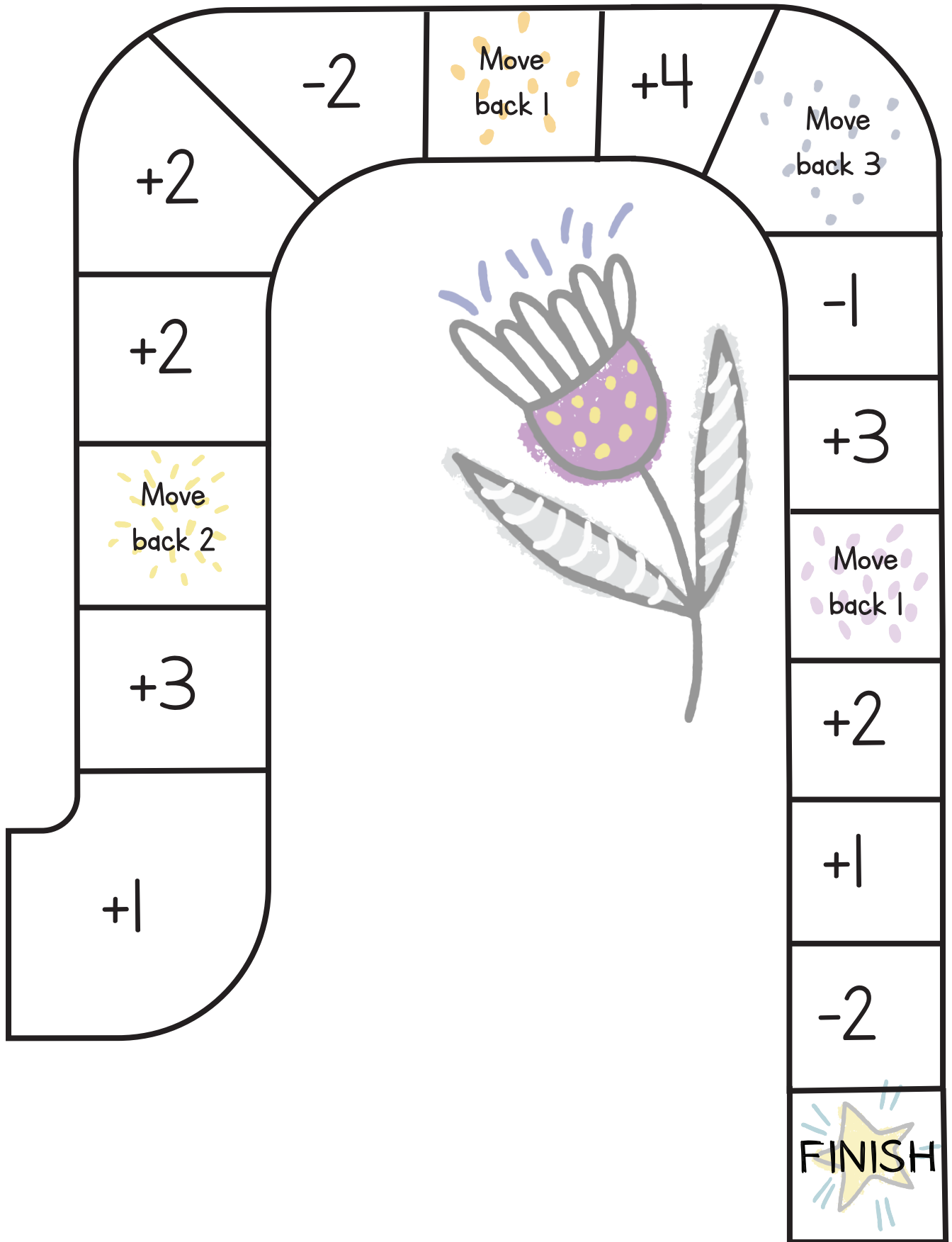
Move
back 3

+2

+2

+4

connector piece



-2

Move
back 1

+4

Move
back 3

+2

-1

+2

+3

Move
back 2

Move
back 1

+3

+2

+1

+1

-2

FINISH



Close Call

This is a game for two players, using a deck of playing cards.

1. Deal each player four cards.
2. Each player arranges their four cards in any combination to make get as close to 100 as possible without going over 100. You can use addition or multiplication (or both).
3. The winner of the round is the person whose equation gets them closest to 100.

Version 2: Using four cards, make a subtraction problem from 100, with the winner of the round the closest to **zero**.

Version 3: Need to make the game a little easier? Use 3 cards and see who can get the closest to 50.

Flip it

Choose one version of this game to play,
using playing cards or dominoes.

Playing cards:

Version 1: For one player. Flip over two cards. Add the two cards together. Use the next page to put your cards where they belong according to the answer.

Version 2: With a partner, each of you flip over one card. Who has more? The player with the bigger number keeps both cards. The winner is the one with the most cards at the end of the game!

Version 3: With a partner, each of you flip over two cards. Multiply or add the numbers together. Who has more? The player with the bigger number keeps all cards. The winner is the one with the most cards at the end of the game!

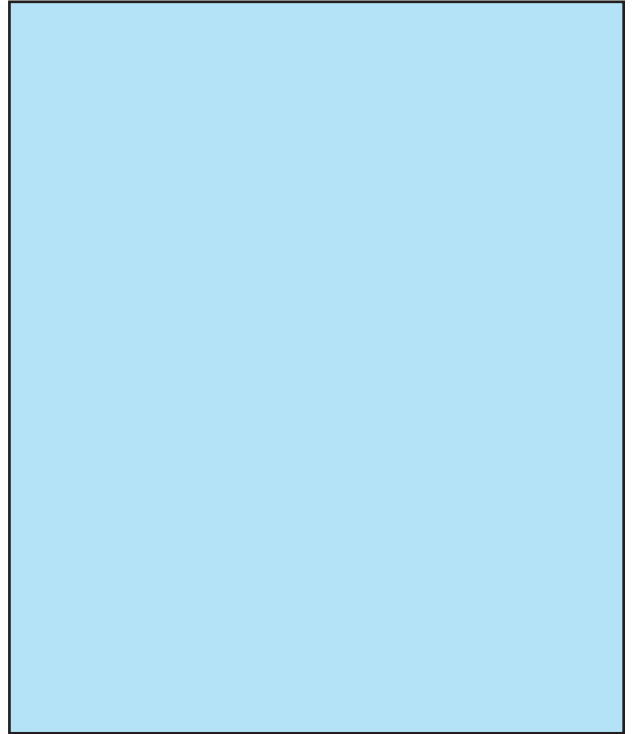
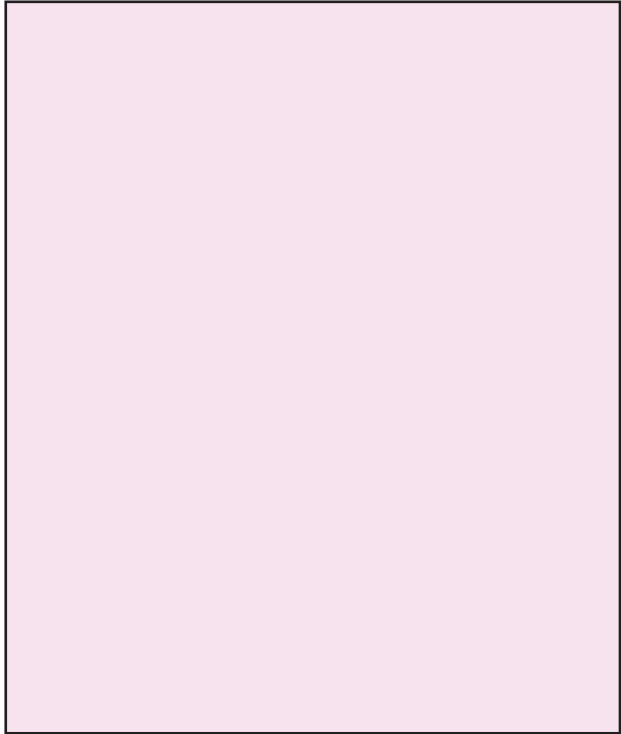
Dominoes:

With a partner, each of you flip over one domino. Add or multiply the two numbers on your domino. Whoever has the higher answer will keep both dominoes. The winner is the one with the most dominoes at the end of the game!

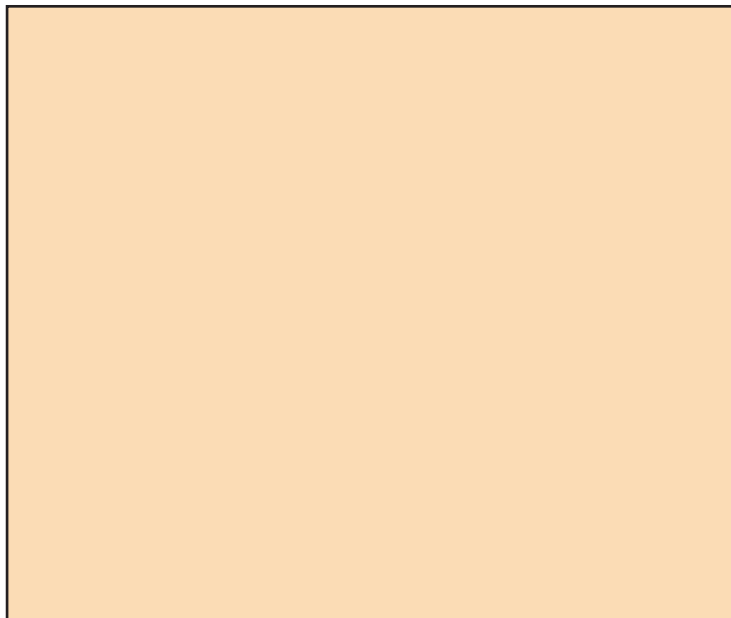
Flip it

More than 10

Less than 10



Equals 10



Ring Toss

Print out the next page to play this ring toss game.

Laminate this page (or slip into a dry erase pocket) to use over and over.

Version 1:

1. Take 4 dice and toss one into each section of the target.
2. In each ring, count the number of dots on the die.
3. Write the numbers down in order to make a four-digit number (write them on the lines).
4. If you're playing with a partner, whose number is larger? That person is the winner! If you're playing alone, toss the pieces twice and see which number is bigger.

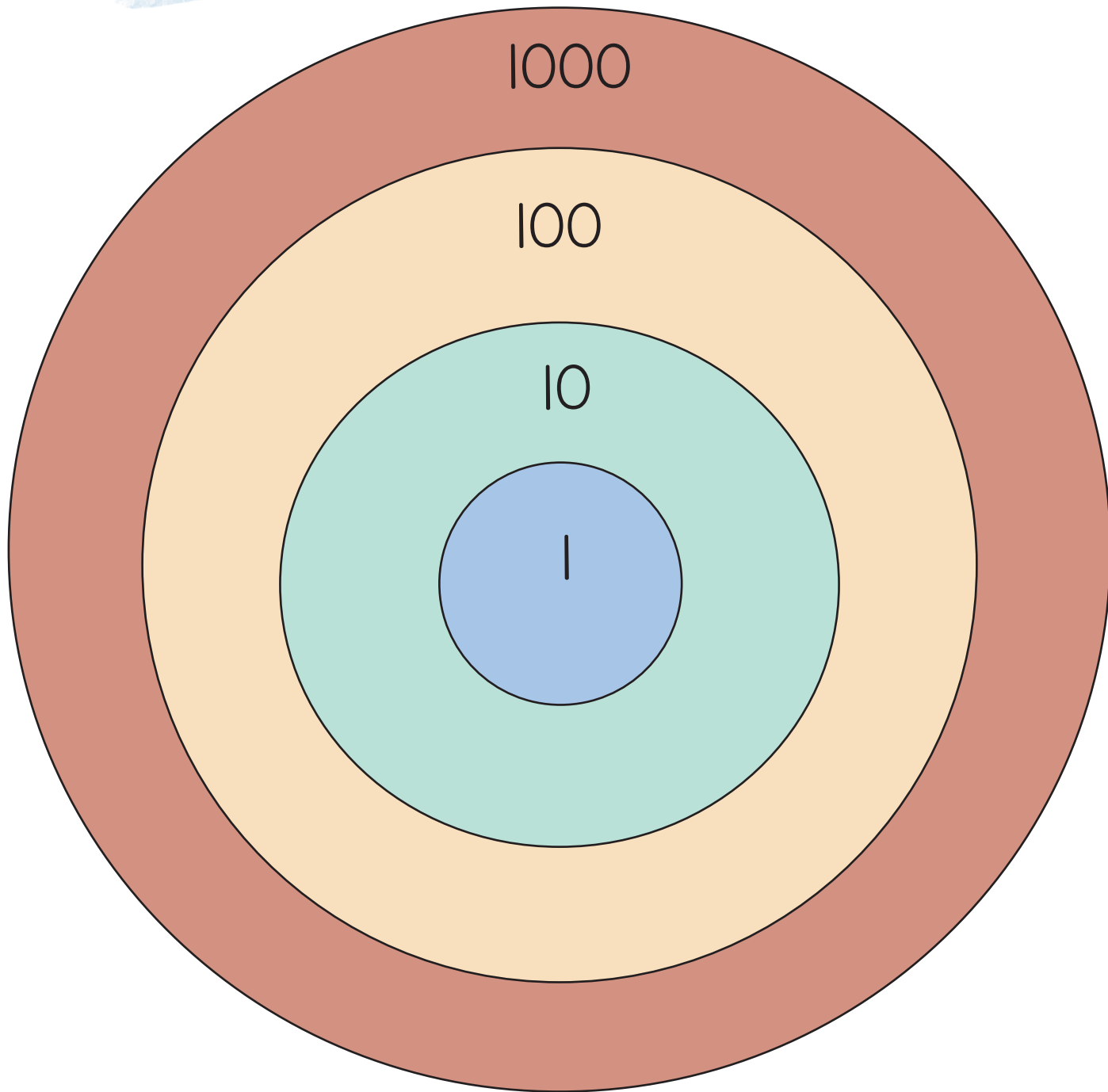
Version 2:

1. Toss the dice into each section of the target, like in version 1.
2. Make **two** 4-digit numbers.
3. Add the numbers together. (Not ready to add 4-digit numbers? Try it with three digits instead!) Who has the larger number - you or your partner?

Version 3:

1. Toss the dice into each section of the target, like in version 1. Make **one** 4-digit number.
2. Roll one die and multiply it by your 4-digit number. Who has the larger number, you or your partner? (Playing alone? Do this twice and compare your numbers.)

Ring Toss



Player 1

Player 2

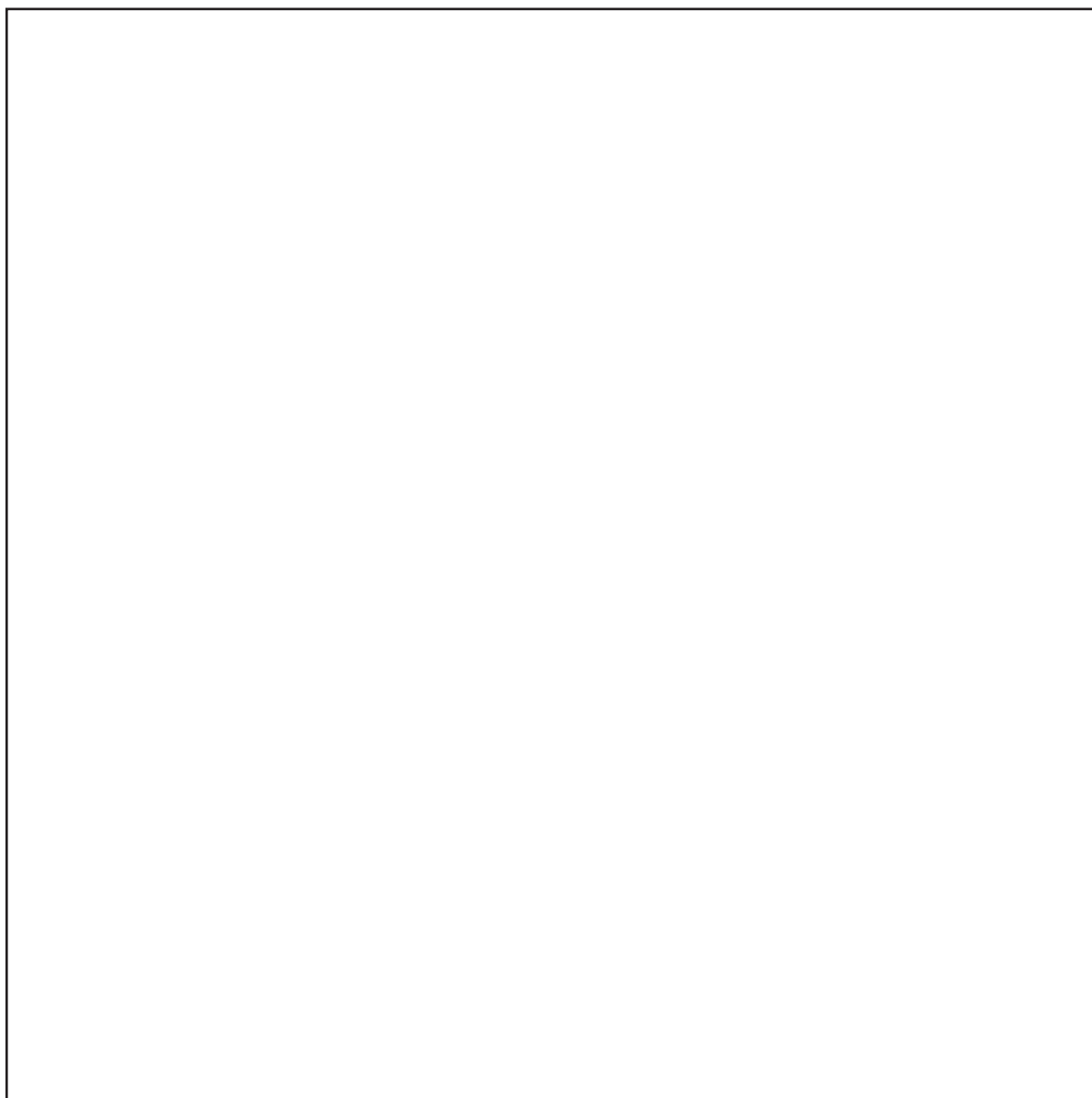


Fill the Square

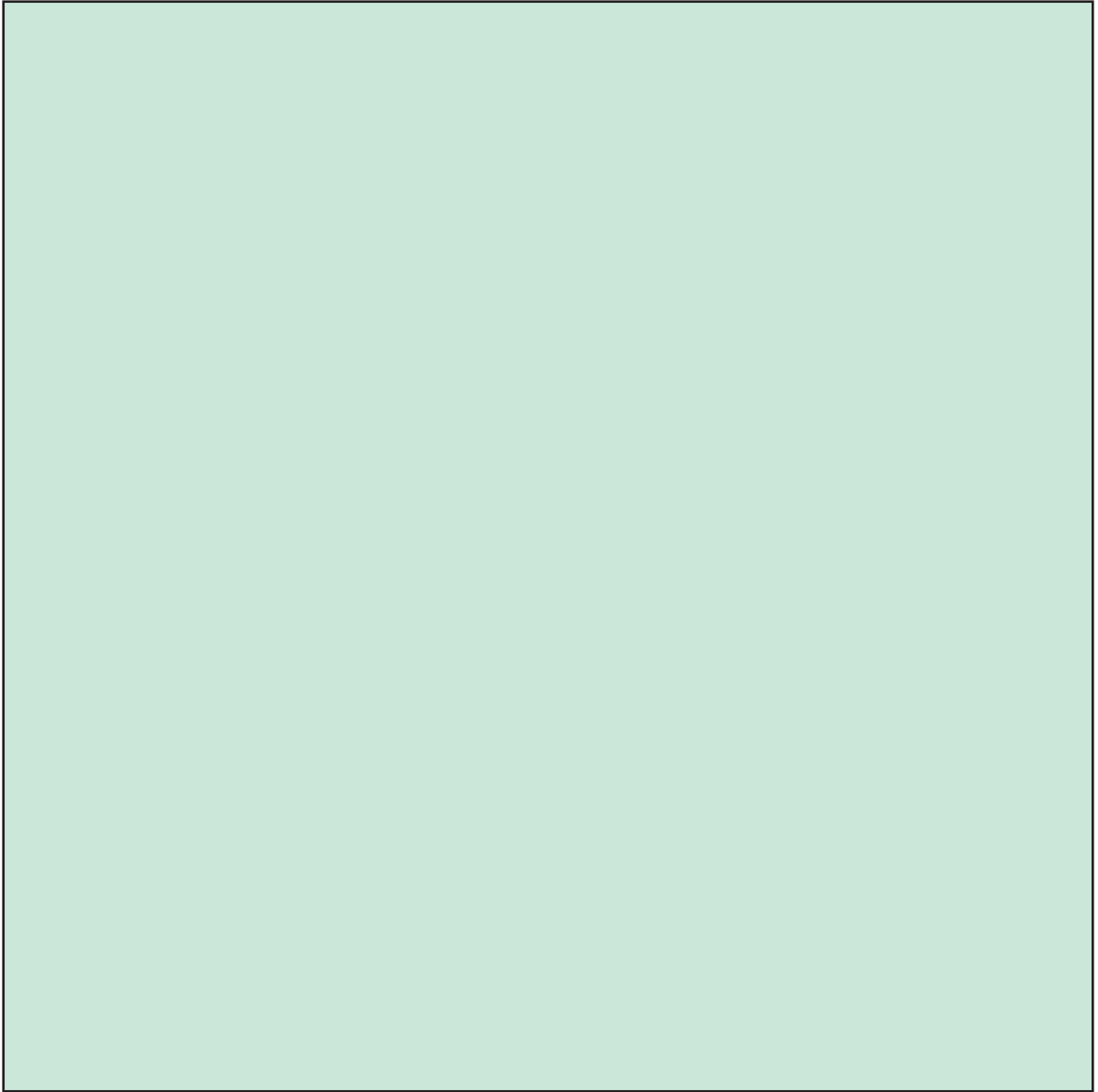
Cut the square below into small squares (older kids, cut smaller squares!)

Version 1: Roll **one** die - begin to fill the square with that number of blocks . Want to play with a partner? Give each player half of the pieces - color or label with your initials. Take turns rolling and filling the square. Who fills their half first?

Version 2: Roll **two** dice - add the two numbers; fill the square with that number of pieces. Play with a partner by printing out two squares - who can fill their square first?



Fill the Square



Race to 100

Play one of these games using the hundreds chart on the next page.

Roll and move: use a small game piece, coin, or other small item to move from 1 to 100. Roll a die and move that many squares. Play with a partner and see who gets to 100 first! Use the same 100s board or use your own.

Roll and add: roll two dice, add the numbers together, and move your game piece that many spaces. Repeat this all the way to 100.

Roll and color: roll two dice. Choose to add or multiply the numbers together. Color the answer and see if you can cover ALL 100 squares!

Back and forth: you will need THREE dice for this game. On one die, cover **three** of the sides with stickers (any kind!). On your turn, roll the two uncovered dice. Then roll the die with the stickers. If a sticker comes up, you will **SUBTRACT** the two numbers and you will move your gamepiece backwards. If no sticker comes up, you will **ADD** the two numbers and move your gamepiece forward. Whoever reaches 100 first wins!

Can you come up with your own game using the hundreds chart?

Race to 100

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Coin Toss

This is a partner game.

Before playing, print and cut out the More and Less circles on the next page. Laminate, print on card stock, or glue cardboard in between the circles for best results.

****Don't have a printer? Use a regular coin, but make sure you and your partner both know which side is more and which is less BEFORE you toss the coin!**

Version 1: Use playing cards or dice, each player will flip a card or roll the die. AFTER each player gets their number, flip the More/Less circle. Whichever one lands facing up, the player with that number (the number that is MORE or LESS) is who wins this round.

Version 2: Make this game a little more challenging by flipping TWO cards each or rolling TWO dice. Add or multiply the numbers together before flipping the More/Less circle.

Coin Toss

More

Less

Choose Three

This is a partner game that uses dominoes AND the More/Less coin from the Coin Toss game.

1. Place all dominoes face down. Choose three dominoes.
2. Add or multiply the sides together for each domino. Write these three answers down on a blank piece of paper.
3. Add all three of these answers together.
4. Now flip the More/Less coin and see if the player with the larger or smaller number is the winner of this round. This person keeps all the dominoes.

Fill the Jar

Use the next two pages for these activities. Print and laminate or put in a dry erase pocket.

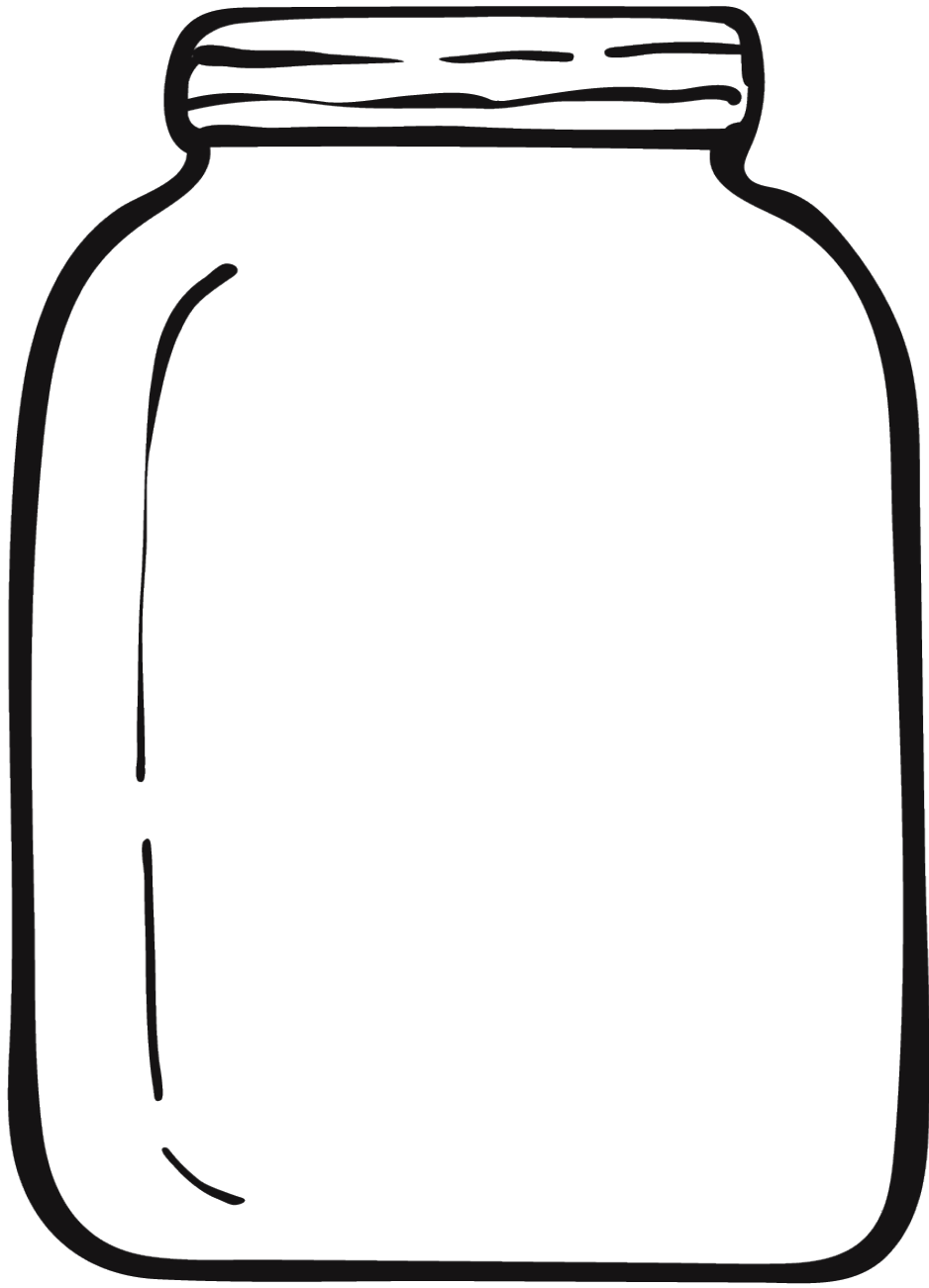
Version 1: reach into a bowl or basket of small items (beads, counting bears, unifix cubes, acorns, etc.). Grab a handful and count. Draw the items and/or write the number in the jar.

Version 2: (use the page with TWO jars) get two handfuls of small items. Draw the items in each jar. Add, multiply, or subtract the items. Write the number sentence below the jar.

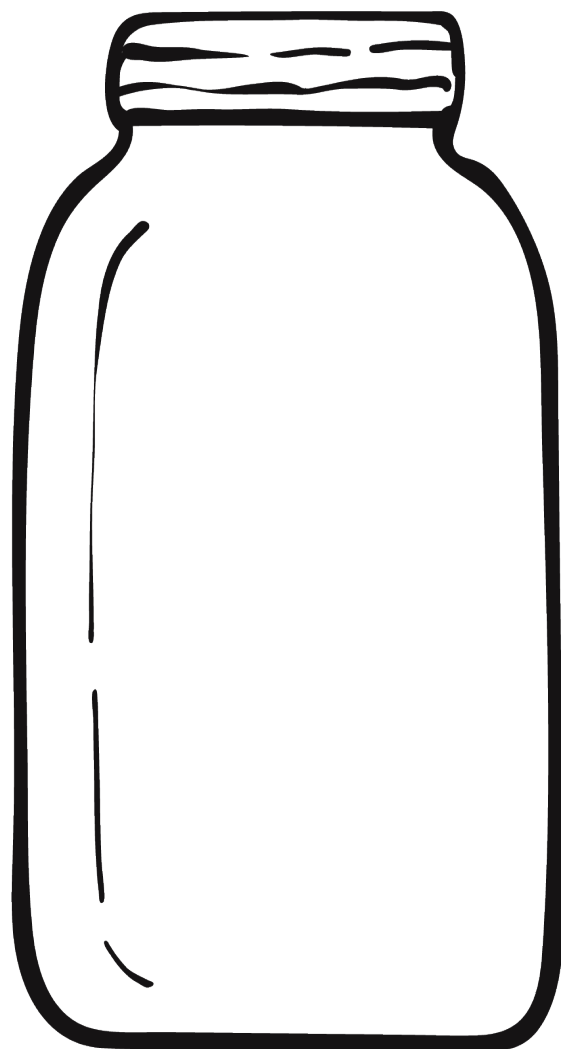
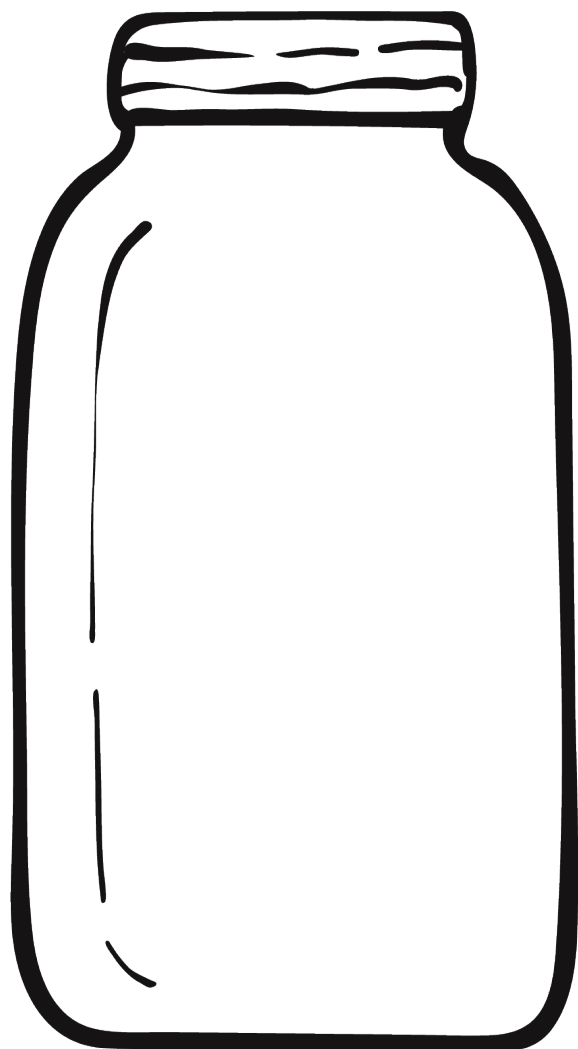
Version 3: (use the page with TWO jars) draw a card from the Spinning Math game. Sort the cards between the two jars - even and odd numbers.

Version 4: (this is a partner game; use the page with TWO jars) each player should roll a die. Draw that many items in the jar. Keep going until one player fills the jar with 20 items (or fill the jar even more... decide with your partner how high you are going to go). Feeling crafty? Glue pom poms onto a paper jar as you play!

Fill the Jar



Fill the Jar



_____ _____ = _____

Thank you!!

Thank you so much for purchasing this Math Fun & Games pack! I hope that this is a great resource for you and your children/students.

If you post any photos of your children using them on social media, please tag me **@siloandsage** and use the hashtag **#siloandsageshop**.

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