

# **Math Gym Games**

#### **Math Sharks and Minnows**

- 1. Pick 2 kids to be "sharks". Everyone else will be "minnows".
- 2. The minnows all start on one side of the gym. Once they are ready, the sharks will say "fishy, fishy, cross my ocean" and the minnows try to run to the other side of the gym without getting tagged.
- 3. If a minnow gets tagged, they stay where they are. When everyone else is done running, ask all the minnows who were tagged a math question.
- 4. If they get the question right, they get to join the rest of the minnows.
- 5. If they get the question wrong, they stay where they are and become "seaweed" for the rest of the game. They tag other minnows but cannot move.
- 6. The winners can be the sharks for the next round.

## Sharks and Minnows Problem Examples:

- 1. If you have 2 dimes and 2 quarters, how much money do you have?
- 2. If Jimmy starts his homework at 3:00 pm and it takes him 60 minutes to do it, when will Jimmy finish his homework?
- 3. John wakes up at 6 am and needs to catch a train at 1 pm. How much time does he have to get ready to go to the train station?
- 4. I have 3 boxes of cupcakes. Each box has 6 cupcakes. How many cupcakes do I have?

You can also use simple mechanical problems (ex. 5 \* 7).

#### **Math Four Corners**

- 1. Make each corner 50, 100, 150, 200.
- 2. Call out problems with an answer of 50, 100, 150, or 200.
- 3. The kids run to the corner that they think the answer is.
- 4. The kids in the wrong corner are out.



## Four Corners Problem Examples:

- 1. If I wake up at 6:30 am and school starts at 7:20 am, how many minutes do I have before school starts?
- 2. How many cents is 4 quarters and 5 dimes?

# **Math Relay Race**

- 1. Tell the kids to line up on one side of the gym, and one of the volunteers stands on the other side.
- 2. The kids take turns running to the volunteer, and the volunteer will whisper a new part of the expression into their ear.
- 3. The kid runs back to the other side of the gym, tells the next person in line the new number, and goes to the end of the line.
- 4. At the end, ask them what number they have.

# Relay Race Problem Examples:

1. 
$$4+5-3+8+9-4-7-4-5+7-6+8-11=1$$

2. 
$$6-5+7-6*4-3-5+12-8-2+6-4+3=7$$

3. 
$$5+2-1+4*3-10/2+5-7+8+4-15+3=8$$

4. 
$$9+4-3/5*4+4-8-4+3+2-5+2*2=4$$

5. 
$$6+7-3+5/5-2+11/4*2-4+6+8+4=20$$

6. 
$$5+7-8+6+8-6/2-4+9+3-7+6-4=9$$

5. 
$$1+5+8+5-10/3+7-8*4+9-4+2+1=16$$