


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

Unit 2	Everyday use of Numbers
Unit 3	Visual Patterns, Number Patterns and Counting
Unit 4	Measurement and Basic Facts
Unit 5	Number Stories and Basic Facts
Unit 6	Developing Fact Power
Unit 7	Geometry and Attributes
Unit 8	Mental Arithmetic, Money and Fractions
Unit 9	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_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/

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

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

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

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

Unit 6 DEVELOPING FACT POWER

Harcourt School Publishers: *Operations - Subtraction 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

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

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

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

Unit 1	Number and Routines
Unit 2	Addition and Subtraction Facts
Unit 3	Place Value, Money and Time
Unit 4	Addition and Subtraction
Unit 5	3-D and 2-D shapes
Unit 6	Whole Number Operations and Number Stories
Unit 7	Patterns and Rules
Unit 8	Fractions
Unit 9	Measurement
Unit 10	Decimals and Place Value
Unit 11	Whole Number Operations

Unit 1 NUMBERS AND ROUTINES

Interactive 100 charts



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

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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/

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

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>

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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

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/

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

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